SECTION BOOK

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2.1 • Howling in the Snow (0)

You've gotten through the more aggressive members of the pack, but that doesn't seem to have discouraged the others at all. These wolves must be hungry, having endured through the entire long winter, but you refuse to be their food. You have greater ambitions than to be a frozen skeleton on the side of the road, picked clean of its meat.

2.2 • Howling in the Snow (0)

Conclusion

With enough of the pack slain, the rest slink off back into the white wasteland. But there is no time for celebration. No cheers to mark your victory. You still need to get over the next ridge before nightfall, and all you've done is tire yourself out.

The caravan trudges forward. Some of its members nod solemnly to you as they pass—a thanks for keeping them alive just a little longer. This brutal place has not won today, but there is always tomorrow.

Rewards

You should now be ready to take on scenario 1 on the following page in the Scenario Book. Do not perform an Outpost Phase until you have completed scenario 1.

2.3 • Overrun Barricade (43)

There are just too many machines. You destroy one, and two more take its place. Crain's devices, though powerful, are too small to make a dent in the Unfettered ranks. You need to change tack, and, apparently realizing the same thing, the Quatryl shouts over the battle.

"To the side! Up near the ceiling—a passage we can escape through."

You spot the opening a little way ahead. It's another tunnel branching away, and if you get inside, you can seal the opening behind you. It'll be hard to cross the battlefield, but it's your only chance. You hoist your weapon high and begin the push forward.

Special Rules

At the start of each round, spawn one Ruined Machine at either (a). It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Each (a) is an escape hex.

3.1 · Stables Built

A robust "Hallo!" greets you when you enter the stables, whose final boards are being nailed down. The head animal handler, a no-nonsense Inox, invites you in while she's in the midst of muscling a hot-tempered stallion back into his stall. You offer to help, but she has the situation under control, lowering her head so the horse becomes intimidated by her horns.

The musk of the stables envelops you in a not-unpleasant manner as you follow the Inox from stall to stall, admiring the animals. "If you ever capture and tame any beast," she says, "you're welcome to house them here. I'll make sure they're taken care of and—" the stallion kicks the stall as you pass, and she kicks it back, cowing him. "—behave themselves!" But then she winks at you. "To a point. We don't want to take the wild out of them completely. Here, why don't you take this? Should make the trapping part easier."

The Inox hands you a net, then smiles mischievously, patting the stallion. "Now, how'd you like a ride?" You back away, thanking her but claiming you have other duties to attend to.

Rewards

Add event WR-42 to the winter road deck and event SR-42 to the summer road deck.

Gain "Trainer's Net" †247.

3.2 · Call of the Harbinger (56)

It happens in a blink. The room—the Harrower nest, the flurry of limbs and steel and root—suddenly vanishes and you stumble onto new ground.

Spinning around, you find yourself transported into a realm of shadow. Your hands, the stones beneath you, even the air is cloaked in sheets of tangible shadow. A short distance away is a creature: a lanky figure of bone and sickly skin, of twisted vertebrae and horn. It faces you with naked pride. This is a true monster of the dark divine—something dredged from the very bottom of the Void. It is corruption incarnate, a body molded and possessed by vileness itself.

"So clever," the demon says. Its voice is a grating whine that tears at your ears and makes your muscles clench. "So clever to find my home and my beauties. But what now? What now, fragile thing?"

The demon's body unfurls, its gnarled claws opening far wider than they rightly should. Its very existence is a violation of natural life. There should have been laws, guardians, divine obstacles to prevent this twisted thing from invading your reality. But there is only you—a mortal in a realm not meant for mortals, caked in dirt and sweat and blood. Your chest is heavy. Your mind is frayed. The very air here saps your strength. But you cannot relent.
You cannot.

Special Rules

Place the destroying character in (a) and any of their summons and tokens in hexes adjacent to them. No figure can teleport between tile 15-B and any other tile.

The Harbinger of Shadow (1) is now active. It can be damaged.

Section Links

When the Harbinger of Shadow is reduced to at most two thirds of its maximum hit point value (rounded down), read **21.2**.

3.3 · Edge of the World (7)

Conclusion

Ripping the shard from the corpse's eye, you find the thing to be strangely beautiful. It's slim and hollow, more like a piece of coral than a stone, and yet, there is a certain weight to it that seems uncanny for something only the size of a dagger handle. You bring it closer, admiring its crags and hollows, but as you do, you feel its weight grow. It presses down on your hand and then into your mind, sinking into you and pulling. The coral shard speaks to each of you, not with words, but with desires. It wants to move north, far out to sea, away from the cliffs and the frozen safety of Frosthaven. And it wants you to take it there.

This must have been what the Lurkers were after: a strange goal for what you thought were beasts no more sophisticated than wolves or spiders. Yet as the chunk of coral speaks to you, you know it to be true. They sought this object, and in order to understand why, you'll have to follow the pull of the shard north across the water. But Frosthaven's tiny fishing vessels aren't fit for the journey, and you're not about to swim. This leaves you with a choice: You can either keep your feet on dry land, following the shard along the northern coast (13); or you can build a proper ship and head out into the ice-choked sea (14).

Rewards

Gain 10 ✸ each. Gain "Coral Shard" campaign sticker.

New Scenarios:
Frozen Fjord (13), Jagged Shoals (14)

4.1 • Jagged Shoals (14)

Conclusion

The shard breaks loose with a final heave, skittering onto the stones. All at once, the battle around you stops. The creatures turn and stare, their eyes wide, and then flee, shrieking into the water.

The new shard is much like the first piece you found, small and hollow, but still you are taken by its beauty. In fact, you are so transfixed that you hardly notice that several new shapes have risen from the water around you. That is, until a lilting echo rings out, like a musician playing a crystal glass.

You turn and find a semi-circle of Lurkers watching you from the shallows. You prepare for another fight, but the monsters make no move to attack. Instead, the Lurker in the center tilts her head, repeating the same eerie tone. You realize then that she didn't actually make a sound, but somehow caused you to "hear" its greeting inside your heads. The echo fades, and with it you feel your aggression wash away—you won't need your weapons.

The Lurker steps forward from the others, and a shared vision flashes through your minds: sunlight filtering through coastal shallows, dancing in dappled waves over a delicate coral reef. The vision fades almost instantly, but you realize with surprise that the Lurker is introducing herself: This image—Sun in Shallows—is the creature's name.

The Lurker turns her attention to the coral shards. She wants them too, you can tell; whatever pull you feel from the shards tugs at these Lurkers twice as hard. You sense sadness, confusion, jealousy that the shards have chosen land-dwellers. But Sun in Shallows doesn't move to take the treasures; instead, she inhales deeply, her chinked carapace swelling. When she exhales, you feel another vision invite itself into your mind—a story told in a series of psychic images.

Deep, deep beneath the waves, a beautiful crown rests on a pedestal in a palace made of woven amethyst coral—the work of thousands of architects over hundreds of years. A throng of Lurkers has assembled to witness a coronation.

The crown calls to you from within the vision, consuming your focus as the rest of the image fades away. You draw closer to it, feeling its power, but as you reach out to touch it, a cloud of inky sludge emerges and swirls around the crown, shattering it and plunging the assembled Lurkers into darkness. The crown is gone.

What follows is a period of blind frenzy. You don't know how many years pass in the vision, but you watch as the great underwater empire collapses, its citizens' minds reduced to animal instinct. Artistry, craft, even language—all are forgotten in the Lurkers' decline.

Then, in the darkness, hope: a pinprick, an oasis of light in the endless black sea. Then another, then another, calling out to each other. They are pieces of the ruined crown, scattered across the world. You see a few Lurkers in these oases begin to stir from their haze and seek the shards out, though the other Lurkers remain in the clutches of the inky water.

Finally, a plea: you see the shards pull back together in your vision, re-making the coral crown and banishing the darkness from the realm of the Lurkers forevermore.

The vision fades, and you're left blinking in the sunlight. Sun in Shallows stands before you, her hope for the future of the ancient Lurker kingdom laid bare. All that remains of your vision is the all-consuming pull of the crown, which lingers in your minds as if asking a question: Will you do it?

The creatures stand patiently in the surf, their huge, barrel-sized claws hanging taught before them. You feel the sting of the crown, the emptiness in your chest.

You nod, and Sun in Shallows breaks into celebratory chitters. She and most Lurkers descend back into the waters, but one remains, an offer of aid clear in your minds.

And then the shards redouble their pull, drawing you now to the east, farther out into the sea.

Rewards

Choose one: Unlock class box OR unlock class box. Gain "Coral Shard" and "Shard Seeker" campaign stickers.

Add event WO-81 to the winter outpost deck.

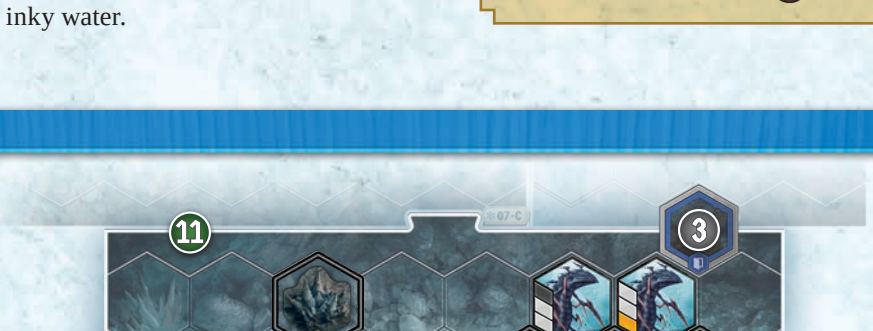
New Scenario: **Ice Floes** 22

4.2 • Deadly Pastimes (85)

Special Rules

If you are entering door 3 from tile 7-A and tile 2-L is unrevealed, read **56.1** instead.

More caverns full of monsters, of course. You hear the faint sound of wind coming from somewhere but can't pinpoint it.



5.1 • Vermling Siege

As promised, the Vermling warband outside Frosthaven's gates shake you down for any food you have on you as you return. The Vermling wearing orange feathers looks particularly appreciative. "The meat brings garnish!" The other Vermlings chuckle, and it's all you can do to keep from smashing their heads in right then and there.

Back inside the safety of the walls you circle up with Captain Olmstead in Mayor Satha's cabin.

The Captain slams one fist decisively into the other. "We should conduct an all-out attack. Open the gate, send our forces through, and crush these rats underfoot."

Satha shakes her head. "It's too dangerous… if we fail, they'll swarm in and burn Frosthaven to the ground."

She rises from her chair, pacing the room. "I say we wait until nightfall, then take a small ship out loaded with our best and avoid opening the gate entirely. We dock outside the wall under the cover of the woods, then cut their throats while they sleep." She turns to you. "We can't just stay under siege—our supplies are barely sufficient as it is. What do you think we should do?"

You figure your best options are to attack now, or hand-pick a strike force to travel by boat and attack the Vermlings at night.

Rewards

Frosthaven and all characters lose all herb resources.

Section Links

If you open the gates and charge, read **22.3** now. Otherwise, read **93.2** now.

5.2 • The Dancing Iceberg (131)

Conclusion

Pushing the corpse of the giant Conductor off of the iceberg requires some teamwork, but you are able to balance the platform just well enough for it to not topple over. As if awakened from a stupor, the remaining Lurkers look around in confusion and then scuttle back into the sea.

After catching your breath, you search the ice, hoping the seashell didn't slide off the iceberg during the battle. It takes some time, but you find it lodged in a crack and dig it out, its beautiful song filling the air once again.

There's nothing left to do but sit back, enjoy the melody, and let your icy "raft" slowly drift back to safer shores.

Rewards

Gain 10 ✸ each. Gain "Mesmerizing Seashell" †237.

5.3 • A Town in Flames (1)

You run inside the gate and the breadth of destruction becomes quickly apparent. The town has been sacked. Smoke burns your eyes. What structures still stand are bright with fire, and the rest smolder, their frames like black, torched skeletons. And all about the wreckage howl the Algox, celebrating their victory in an unrecognizable language.

5.4 • The Unfettered Seal (62)

"Brace yourselves!" Crain seems much less optimistic than before. He winces in fear as a pulse of light spreads from the machine, annihilating all foes in its path. When he opens his eyes, they fill with genuine surprise.

"Ha, yes! There it is! See? I told you I knew what I was doing," he gloats. "Still, we're going to need to do something about the range. More fine-tuning required..."

Special Rules

All monsters within ⟶ 3 of Crain die.

Crain's current goal is now (e).

Remove any one of the six numbered tokens from the scenario, then shuffle the rest face-down.

Section Links

When there are two damage tokens on (e), read **39.3**.

6.1 · Algox Scouting (2)

Finally you make it inside the mountain, but your victory is short-lived. Just past the cave opening huddles another group of defenders: musclebound Algox with icy fists. They've gathered in a circle, positioned like a lord's private guard around some person of value, except all they seem to be protecting is an ice-covered gap in the floor.

"They guard the Skyhall," your Algox companion whispers. "We must break through that barrier if we are to end this fight."

The guards, noticing your approach, turn and shout.

"You cannot pass, intruders! The Skyhall is closed to your kind!" They move quickly, uncrossing their arms and stepping forward. Your body is worn and your lungs still burn from the climb, while these guards are fresh to the battle, wholly rested and prepared to brawl. But it matters little. There is no other way forward.

Special Rules

Ice sheet (a) has Cx(L+2) hit points. It is an enemy to both you and the Algox Priest and an ally to all other monsters.

6.2 · Retires

The Blinkblade finishes reading a long letter delivered by the mail carrier, and then folds it up and tucks it in their pack.

"Well, looks like I'm needed elsewhere." You stare at them, somewhat stunned.

"I've been offered a job by the Merchant's Guild in White Oak," the Blinkblade says. "Apparently activity of the Sin-Ra syndicate has increased recently, and they need skilled operatives to fight them back in the shadows of the capital. These Sin-Ra are insidious jerks, and if you don't nip their machinations in the bud, well..." The Blinkblade shrugs their shoulders. "There goes your whole city."

They slowly finish packing up their belongings and then move to leave. "I can't say I'll miss this cold, but, well, I may just miss you lot." The Blinkblade lingers at the door for a second. "Just a bit, though." And then—ZIP—they're gone.

Rewards

Add event SO-64 to the summer outpost deck.

6.3 · The Lady in White (86)

You move deeper still into the grove and see the last two balete trees. It will be a shame to destroy their imposing, gnarled forms, but it is the only way to get the Lady in White to face you.

Section Links

When all three trees have been destroyed, read **181.4**.

7.1 • The Savvas Seal (63)

It doesn't feel great, fighting these Savvas whose wills have been taken over by your enemy, but you also know what has to be done—what will happen to everything if you don't succeed.

And so, you buy Crain time. His contraption is slowly building up power, and you can already see its effect on the Savvas. Their power wanes.

Section Links

At the end of the eighth round, read **148.1**.

Special Rules

All monsters gain . From now on, whenever any monster is spawned or summoned, it gains . Monsters cannot remove with healing.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
5, 7	e: One normal Savvas Icestorm.	e: One normal Savvas Icestorm.	e: One elite Savvas Icestorm.
6, 8	d: One normal Savvas Lavaflow.	d: One elite Savvas Lavaflow.	d: One elite Savvas Lavaflow.

7.2 • Frozen Crypt (5)

This place you've fallen into, which at first you took for a simple underground pit, appears now to be something more purposefully constructed—a crypt. Narrow graves have been dug into the earthen walls and signs of ancient burial are scattered everywhere: bits of smashed pottery, disintegrating cloth. However, as you move deeper, something stirs in the center of the room and a new noise rises to your ears. It's low at first, like a beast waking in the night, but then another noise joins it, and another. Together they form a low chorus of moans. Figures stalk out from the shadows, and it's clear that these are not beasts at all, but a horde of the undead.

Lumbering Algox corpses shuffle toward you, glowing with a sickly green aura. There's little time to think, but at the far end of the room you notice a crumbling stone altar, from which burbles thick lines of heavy emerald smoke.

Special Rules

All Frozen Corpses are immune to damage and cannot be focused on by summons until altar a is destroyed. Altar a has (3+L)xC hit points. It is an enemy to you and an ally to all monsters.

Set the round track to the first round. At the start of the third round, spawn one Frozen Corpse at b. It is normal for two characters or elite for three or four characters. At the start of the fifth round, spawn one Frozen Corpse at c. It is normal for two or three characters or elite for four characters.

7.3 • Carpenter Built

A wood-carving contest inaugurates the opening of the carpenter's shop. You wander among booths displaying inlaid trinket boxes and cooking utensils alongside life-size replicas of Lurkers and polar bears. The pavilion is filled with the sounds of hacking and sawing.

One carpenter is a Harrower, whose undulating insect form obscures a large chunk of wood, chipping away with their collective mandibles. Once they recollect themselves into a vaguely humanoid shape, they reveal their project: a to-scale model of Frosthaven. "We will keep adding to it," they hum at you, "as long as you keep doing so." With the carpenters, they note, constructing buildings will now be less costly.

A few of their insects pick up small cylinders of wood, which they carve instantly into a miniature version of you. They place your model in the center of the Frosthaven replica. After all, the Harrower says, it wouldn't have come to fruition without you.

Rewards

Add events SO-53 and SO-60 to the summer outpost deck.

8.1 • The Tempus Forge (106)

Special Rules

From now on, at the end of each round until the altar in this room is destroyed, all characters suffer ✵1.

8.2 • Depths of Delirium (27)

Conclusion

The monsters are dead, but you keep hacking at them until some sense of reason returns. It takes a good while. When you finish, you look around and find that the chamber has been reduced to scattered bones and splashes of ooze. Your boot prints mark out a chaotic dance in luminescent green, and the tendrilled beasts, whether or not they were the source of your waking nightmares, are rendered into a slushy heap.

The room, now wholly empty of life, sits vacant and cold except for a small stone box in its center. You kneel and open it, hoping that whatever treasure is stored in this long-forgotten place has been worth it. And, sure enough, a slim piece of pink coral stares back at you from the box.

You pocket the piece of the crown and then march back to where you started, hoping that the dead will stay that way.

Rewards

Gain 10 ✹ and 1 ✓ each. Gain "Coral Shard" campaign sticker.

Section Links

Read **36.7** now.

8.3 • Algox Offensive (3)

Conclusion

Once inside the cave, the sounds of battle soften, the thick ice-covered walls dampening the roars. As you look back, however, a single large figure stumbles back from the fray and calls to you.

"Warm-bloods," the Algox says. It's one of the brawler Algox—a fighter as tall as a horse—but one of its arms is hanging loose by its side, and the fur on its stomach is matted with blood. "All our enemies come to fall upon our head at once, eh?"

Your look of confusion prompts the creature to speak further.

"The Snowspeakers," he growls and gestures outside, "invaded our home. They have killed many." He looms over you even from a distance. "But perhaps you can help us fight back?"

Until a second ago you didn't even realize Algox could speak your language. And yet here one stands, asking for your help. He moves his massive bulk to the side and waves a hand toward his dead comrades.

"They kill us... because we are... Icespeakers," he taps himself on the chest as he says this, wincing slightly. The creature, despite his great size, is made somehow smaller by the gesture. "You can help us."

The offer is bizarre, certainly, but there's an advantage to be had here. Satha charged you to find a way to help stop the attacks, and it would seem one has presented itself: if you help this group defend their home from these "Snowspeakers," you may be able to make peace with the victors.

It's slow going at first. The Algox explains its situation further through labored breath. It seems this place, Snowscorn Mountain, holds religious significance to the Algox clans. Both factions want control of it, but because of the animosity, only one can occupy it. Apparently, when the resident Icespeakers returned battle-weary from their attack on Frosthaven, the Snowspeakers seized the opportunity and launched an invasion to take back the mountain.

You're not sure which side you should take in this whole thing, but you know this information is valuable. So you follow this creature farther into the cave, wondering whether this is what Satha had in mind.

Rewards

Gain 1 ✓ each.
Place map overlay sticker W on the map in location W (M7).

New Scenario: **Heart of Ice** (4)

Locked Out Scenario:
Algox Scouting (2)

8.4 • The Eternal Crave (122)

This is it! You see a growth of mammoth bark on the other side of the cavern. You are bound to find a few dried out pieces of it to collect.

Special Rules

The goal treasure tile represents the mammoth bark.

Section Links

When the mammoth bark is looted, read **109.3**.

9.1 · A Town in Flames (1)

Conclusion

You lower your weapon and breathe as the remaining Algox retreat, scurrying from Frosthaven like giant white mice. They'll be back, you're certain of it, but for now, you can rest. You wipe the soot from your face and take stock.

Frosthaven is almost exactly what you imagined: a knot of gray stone and timber surrounded by sharpened palisade walls—a place where mere survival is an everyday concern and where only the desperate could feel at home. Thankfully though, the townsfolk are tough. They're already on their feet, dousing fires and picking through rubble. In fact, one of those townspeople is marching right for you; a sharp-featured human woman with a fighter's muscular build, close-cropped hair and dark skin, approaches and offers a gauntleted hand in greeting."The sea be praised," she says, crushing your fingers with enthusiasm. "We wouldn't have held out much longer without you."

You nod and ask what happened.

"Oh, just life up north is all," she chuckles. "I'm Satha, mayor of this fort now that my predecessor and his lieutenant have fallen. As for the Algox, they've been at us all winter. Took them months to break through, but they finally did. Killed a dozen or so of my people... and would've done worse if you hadn't shown up."

You explain who you are, that you've been sent from White Oak. At the mention of the capital, her face scrunches up in displeasure.

"It's about time they sent someone to help fix this mess they made," she says, then tries to lighten her mood. "I don't mean to be ungrateful. I am overjoyed to still be among the living, but a lot more people would be alive if your employers, the Merchant's Guild, never stuck their noses in our business.

"I've spent my whole life here in what was once a fishing village, living and letting live with the Algox. Until last summer, that is, when the Merchant's Guild sent some garrisons and bureaucratic-types up here to see how Frosthaven could 'be of more use to the empire'. One of their expeditions proceeded to muck about in an Algox burial site, and the next thing we know, righteously angry Algox are attacking us. The ink-stains immediately high-tailed it out of here, leaving just a handful of soldiers behind to keep us safe."

Satha clenches her gauntlet tighter and tighter as she tells the story, but now releases her grip. "I've had to learn a lot of things in the last year. The hard truth is that the Algox refuse to be reasoned with, and the only way to stay alive and keep this place I call home is to win the fight, regardless of who started it."

Her face softens and she clasps your shoulder, hard. "There's not many of you, but I'll take what I can get, especially now that our garrison's been thinned. And as it happens, I have an idea."

She turns and gestures to the town's smoldering walls.

"We took a beating in that fight, so if we're going to survive much longer, we'll have to do more than just sit around and wait for the next attack." She sizes you up carefully. "I've already sent a scout to track the Algox back home to the mountains. Drop your gear at any longhouse that's still standing and rest up. As soon as you're ready, I want you to get over there and find a way to slow these attacks."

The bunks in the remaining longhouses are all occupied by the injured, but you find a dry stretch of floor to lay your heads on your packs. You doubt you can sleep after the horror that greeted you in this little outpost, but before you know it a young Valrath man is nudging you awake: Satha's scout has returned with his report.

He tracked the attackers to the foothills of the Copperneck mountains, where they entered a cave at the base of Snowscorn Mountain (3). Interestingly, a smaller band split from the main group before they reached the cave and hiked around to the mountain's deadly eastern face (2). The scout didn't see where they went, but he suspects a secret entrance to the Algox stronghold.

"One last thing," the Valrath says as you wipe the final dregs of sleep from your eyes. "Another group is moving toward Snowscorn. They were Algox, no doubt, but they're dressed differently than the ones who attacked us. They carried long sticks and had some wild animals with them. I don't know if they're going to attack the mountain or reinforce it, but either way, you'd better get there quick."

Rewards

Set your morale to 2+X, where X is the number of City Guards still on the map.

New Scenarios:
Algox Scouting (2),
Algox Offensive (3)

You will now perform an Outpost Phase (read the campaign rules starting on p50 of the Rule Book).

9.2 · Black Memories (121)

Conclusion

Rewards

Gain "Mind-Thieving Helmet" 193.

9.3 · Old Coin

It's hard to be upset upon discovering gold coins, but you do wish you'd found the mysterious one Dinah Snapclaw at the Tavern asked you to retrieve. You'll just have to keep looking.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

10.1 · Uniting the Crown (60)

Conclusion

Your vessels are battered beyond reason; onboard lights flicker nervously and your viewing ports are cracked. But you're alive, and you have the final shard.

You waste no time. Back at the altar, you carefully arrange the shards as you had just a few moments ago. Your breathing is shallow; the air is wearing thin. You know you should head back to the surface, but you can't leave now—the shards won't allow it. They compel you to finish what you started.

The pieces move together in the dimness, one snapping into the next until finally there are only two halves. And there, at the bottom of the ocean, your hearts thumping, you bring the final pieces together.

Light. A painful bloom of white and gold. The shards, which a moment ago were little more than chunks of coral, are transformed into a curve of golden brilliance—the crown. It's just how you remember it from your visions: a radiant circlet of light and power, an exultant beacon for a new age. It radiates with light and fills the dome with a marigold brilliance.

It doesn't take long for the Lurkers to respond. They arrive in droves, first hesitating at the dome's entrance, shying from the source of this incredible shine but then their courage returns, and they fill the chamber in earnest. Thousands arrive, called to the rebirth of their empire. A great procession fills the dome, plugging every exit with chitinous limbs and excited chitters.

A tall Lurker appears at the far entrance of the dome, shuffling forward as the gathered crowd parts to make way. To your surprise, you recognize Sun in Shallows, the Lurker with whom you began this quest. But this creature has been ravaged since then; war, it seems, has taken a great toll. Two of the Lurker's legs are missing, and one of her eyes is sealed permanently shut. Scars and gouges mark its shell, wounds from countless battles, and yet Sun in Shallows trudges forward all the same, using her claws to keep balance.

When she reaches you, she stands on the opposite side of the pedestal and repeats the mental echo greeting she first hailed you with so long ago. The crowd echoes back, an eerie keening symphony that swells with anticipation as Sun in Shallows lifts the crown.

At once, she is transformed. The light that radiated throughout the dome cascades downward and infuses itself into the wearer of the crown. The Lurker is imbued, rising with new strength. The light pours onto the wearer and etches elaborate designs into its shell: intricate golden filigree interlocking to form a great tapestry of a regal tattoo, each line shining like the morning sun.

The coronation complete, the Lurker queen turns to you. Her vision comes to you clearly, powerful with intent: A new age of enlightenment has begun for the Lurkers, and with it unity and peace between the people of the sea and the coastal settlements of land-dwellers. Gratitude suffuses the vision, warm and joyful. You have returned to the Lurkers their greatest treasure, and with it their hope. The vision fades, and Sun in Shallows presents her claws and bows deeply in a display of respect. The water around you dances as the gathered crowd snap their claws in celebration.

The feeling of gratitude remains with you as you journey back to the surface and rejoin your crew, leaving the Lurkers beneath the waves to rebuild their empire.

The ship's mate charts a course back home, and you regale the crew with the tale of your journey beneath the waves. It's a harrowing story, and yet as you tell and retell it in the weeks that follow, you always leave one part unsaid. It's a feeling that's followed you ever since you resurfaced, and it only intensifies as you approach Frosthaven and put more and more distance between yourselves and the Lurker city. You weren't sure what it was at first, but now, after several long nights of rumination, of staring out at the moonlit waves, you are certain. It's a haunting desire, a hunger to own something you can never have—it is the deep, unrelenting pull of the crown.

Rewards

Gain 2 morale and 1 prosperity. Gain 30 each. Unlock whichever class box is still locked: or . Gain "Crown Reunited" campaign sticker. Remove all events from all outpost event decks.

Add event SO-48 to the summer outpost deck and event B-17 to the boat deck.

Add one +50 card to the town guard deck.

10.2 · Ruins of the Solstice (104)

Conclusion

At last, you have found a clue that might help you discover the nature of these keys. Atop the pedestals, you find two halves to a mold in the shape of a key. The mold is made of stone, with engravings that dictate all four elements. You look around at the enemies you defeated. Each wears one of these two symbols, either the leaf representing spring or the snowflake representing winter. You remove these icons from the fallen and, to your delight, they fit directly into the inset carvings on the mold. Some magic within the stone triggers, and the carvings throb with pale light: green for spring, and blue for winter. It seems there is more you must uncover before the secrets of the key will be made fully known to you.

Rewards

Gain 2 collective .

Add event WR-49 to the winter road deck.

11.1 • Old Coin

A healthy stack of gold coins, but unfortunately not one of the ones you're searching for.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

11.2 • The Eternal Crave (122)

Conclusion

The beast is wounded, probably mortally, and looks at you, knowing it's defeated. Its eyes are full of desperation, as its eternal craving slowly brings it down to despair – the realization that its hunger shall never be sated again. "So hungry..." It groans one last time as life leaves its pitiful hulk.

"Well, I must admit, I didn't think that would work," Noore marvels. "You all are tougher than I thought, even if you can't hold down a firepepper."

Rewards

Gain 10 gold each.

11.3 • Abandoned Hideout (136)

Conclusion

You gather up your treasure, taking special care with the ancient coin you found on the rotting shelf. It takes a while to get back up-river to the cave's exit, but at least you're not being harassed by eels this time around.

In the sun, it is perfectly clear: this is one of the coins Dinah is looking for. There's still the matter of the other two she wants you to find, and then you can get to the true pirate's booty.

Rewards

Gain 20 gold each. Gain "Ancient Coin" 245.

11.4 • Deadly Pastimes (85)

Definitely a human male crushed beneath the rock here, but this guy has probably been dead for months and is little more than a desiccated skeleton.

11.5 • My Private Empire (107)

With the "dance" complete, the bell chain drops again.

Section Links

The next time any character enters C, read **155.1**.

11.6 • Tower of Knowledge (134)

Special Rules

Spawn one Shrike Fiend at the closest nest, which the Shrike Fiend treats as a corridor. It is normal for two or three characters or elite for four characters.

11.7 • The Lead Door (103)

11.8 • Page 13 Puzzle Solution

You stand in the new shack that Crain must have either built or summoned through dark means, because you don't remember seeing it before today. In front of you is Crain's newest creation: a series of glass lenses, each coated in a different varnish and arranged around a small metal platter. On that platter, sits a vial of multi-colored liquid.

Crain draws the shade on his shed's singular window and then aims a small mining lamp at one of the lenses. As soon as he does, the contraption floods with light and then projects a strange prism onto the ceiling.

"It took some serious alchemy, but I've distilled the energy signature from the spire," Crain says. "And it's the strangest thing I've ever seen." The light dances across the ceiling, composed of fifteen or twenty multi-colored ribbons that weave in and out of each other, seemingly at random.

"Now this is the energy signature from the Radiant Forest." Crain switches out the vial for a different one full of red liquid, and the prism changes completely. Instead of twenty ribbons moving at random, there are now only seven or eight, all shaded red, and all bound together like a rope that's swaying in the wind. "The signature from—"

Crain is interrupted by warning horns from the wall: Algox to the east. Crain's demeanor immediately switched to one of complete rage. He grabs an empty vial and flings it against a wall. "I can't take it!" He yells, his outburst punctuated by shattering glass. "The horns! The attacks! The... clanging of metal!" He punctuates this last bit with another vial.

"I can't do my work like this!" He laments. "There's too much stress—too much commotion. Can you do anything to stop the incessant Algox raids? Go out there and make some friends or something. What do I pay you for, anyway?"

You're about to retort that Crain is most definitely not paying you, but you decide to just leave the troubled Quatryl alone instead.

Rewards

Turn to the next page in the puzzle book.

12.1 · Crystal Trench (8)

Special Rules

Each (a) is an escape hex.

Continue spawning Hounds as described in 21.1.

12.2 · Avalanche (6)

You scrabble and fight. There are creatures of the ice in this prison of snow, as well, but nothing will stop you from digging yourself out.

Special Rules

Remove all snowdrift tiles from tile 7-B before setting up tiles 2-E and 2-G.

Section Links

When door 2 is opened, read 22.2.

12.3 · Vermling Siege

Your time as a mercenary down south gave you intimate experience with siege weapons... especially their weak points. You smash the mechanism that draws the arm back, rendering the catapult a useless pile of lumber. Right on cue Frosthaven's guards flood from the gates and collide into the Vermling flank just as they're about to surround you. The Vermlings scatter, their army broken along with their mighty siege weapon.

Rewards

Gain 2 morale. Gain 1 [hammer] each.

Do not resolve an outpost event this week.

12.4 · Trading Post Upgraded

"No, this isn't right! Look! It's supposed to have been delivered to Jhinda! I can't sell this here!" Xain is stamping his feet and ineffectively calling after the Quatryl mail carrier as she departs. A new shipment of goods has just arrived, boxes piled high. He spots your party entering the trading post tent and immediately looks for sympathy.

"Can you believe this? I have to run this whole place by myself, and they can't even get my shipments right. I'm short-staffed as it is! There's some decent things I can move, but see this? Swimsuits! In Frosthaven! Crates and crates of them! And what am I supposed to do with…" he pulls a covering off a cage, revealing a rainbow bird inside. "A parrot?"

"BWAK! Squabbles is here. Pleased to meet you. BWAK!"

Xain looks anything but amused. "A *talking* parrot. Great." Xain sighs. "Well, let me know if you want to buy anything. I'm doing buy-one-get-five-free on leather sandals this week."

Rewards

Add items 129 to 137 to the available item supply.

In addition, add any of the following items you have unlocked from *Gloomhaven:* 21, 37, 53, 93, 94, 106, and 115.

12.5 · Upper Spire (24)

Special Rules

Each corridor hex on tile 4-B is now an escape hex.

12.6 · Frozen Fjord (13)

13.1 · Crystal Fields (18)

Conclusion

You spin in every direction, scanning for more mounds speeding toward you or dead bodies rising from the snow, but after a moment you're sure: it's finally over.

You turn to the lone surviving Algox. It is one of the Icespeakers, but he's badly wounded. You motion to the field, to the spikes of ice and the dead Algox that lie behind you, and ask what it was all for.

A look of desperation falls over the wounded Algox. "If you had asked weeks ago, I would have said it was for justice... But now, it looks like a reason to get ourselves killed."

You offer to take him back to Snowscorn and the Snowspeakers, where he may get healing in exchange for information about this whole plot. The survivor shrugs, but you sense a willingness in him. "Fine then, warm-bloods. Take me back. I want to look the snow-sniffers in the eye."

After a day of travel you arrive at the mountain and find the Snowspeaker chief in the central chamber.

"You bring curious reports," the chief says, turning toward the captured Icespeaker, "And you, ice-lover," she leers at the captured Icespeaker. "What can you say of yourself? What are these 'conduits'?"

The battered Algox speaks plainly. "They are weapons," he snorts, and a ripple of angry shock shoots through the assembled crowd. "A forest of crystals that, when called upon by the Icespeakers, would unleash a force that no army could withstand." His words still carry venom, but they are thinned by exhaustion. "However, Geryuu has turned against us, sending burrowers to slaughter us all. I have seen what this path yields: endless retribution and bloodshed. I wish for rest; that is all."

Outrage. The room breaks into full debate and your ears ring from the noise.

"Enough!" Chief Lanprul erupts and a thunderous crack emanates through the room. She looks out over the gathered heads of her kin. "This one speaks truth," she says, decisively. "There is no way forward through war. We have fought the ice-cult for centuries, and yet we are no closer to peace. There will never be a time when bloodshed is not met by more bloodshed, and I say now is the time for change."

"You are as naïve as your ancestors then." A tall young Snowspeaker steps forward and addresses the crowd, her voice thick with arrogance.

"Sit down, Denpang!" The chief instructs, but the young Snowspeaker does not move.

"Shall we simply stand by and let these heretics activate their weapons, destroying our families in the Whitefire Wood?" She asks.

A clamor of "No," rises up.

"No, of course not," the newcomer, Denpang, smirks at the chieftain. "And with these champions on our side, we will have victory once and for all. We must plan for an assault, and these warm-bloods had best come with us if they wish to remain in our favor." With a final confident snort, the young Algox departs, taking with her a sizable portion of the gathered Snowspeakers.

The chief nods as if she expected such an outcome.

"Do not listen to her," she says. "It is peace we must seek. I have a plan to heal the divide between our two groups, but it will take time to arrange a peace summit with the Icespeakers. And I will also do what I can to delay Denpang's assault. When the time comes, I hope you will join me instead, and we will truly end this war."

Rewards

Gain 1 morale.
Gain one random item blueprint.

Section Links

Add **122.3** to the calendar in four weeks.

13.2 · Old Coin

The world is full of junk, but it takes a trained mercenary's eye to spot the valuables in a pile of trash. You scoop up a few coins before returning your attention to the task at hand. Unfortunately, they look pretty normal—these aren't the ones you're looking for.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

13.3 · Among the Wreckage (54)

Special Rules

From now on, when any objective is destroyed, do not reveal a numbered token.

Section Links

When the large cave rock on tile 4-A is destroyed, read **50.1**.

14.1 · Page 15 Puzzle Solution

For weeks Crain's warning has echoed in your mind. "The one who waits." You hear it at night, when things are quiet. Satha suggested you let it go, write it off as a passing madness, but you're not so sure. That look on Crain's face when you carried him out of the shed, the fear in his eyes, that was no passing madness.

Thankfully, a long stay in one of the tavern's new rooms seems to have done the scholar some good. You find him sitting in the common room, nursing a cup of broth in front of the fire.

"Why, if it isn't my old friends, come to pay me a visit." His voice is subdued, almost calm. He's wearing a thick cotton cloak and looking at you with a placid, doe-eyed smile. You carry on some tepid small talk before Crain offers to show you his room.

"It's quite cozy, really," he says, shuffling down the hall like an elderly man. "Satha really knows what's best sometimes. A good long rest, that's what I needed!"

The second you are in the Quatryl's room and close the door, Crain throws off his cloak and dumps his broth into the chamber pot.

"Oh the horror! The blasted monotony of this place. I'm losing my mind." Crain rolls his head, cracking the bones in his neck. "And Satha's holding me captive! Won't let me work until I'm 'no longer a danger to my own health.' A danger! Can you believe that?"

You admit to seeing some truth in her theory, that this line of research had some dangerous consequences not too long ago. Crain just vehemently shakes his head.

"After what I saw last time," he says in a low, sober voice, "I am certain there is nothing more important than this research." Crain shoves over his bed and, using a sharpened knife that he must have smuggled from the kitchen, lifts up one of the floorboards and retrieves a large scroll of patchwork parchment, made up of several smaller sheets stuck together.

"It's a synthesis device," Crain says and unravels the scroll to show a complex diagram of some three-chambered machine. "My last model was too small to contain the energies from the death-sites, but this one should be able to handle it without the, um, unpleasant side effects." He looks at you and any hint of that fear you saw in the shed is gone, replaced now by a mask of determination.

"But." Crain lifts a finger. "In order to finish the design, I'll need some schematics from deep within the Unfettered complex. I remember catching a glimpse of them before I was caught. They should be kept near the Unfettered leader. And bringing back some spare parts couldn't hurt either.

Rewards

Turn to the next page in the puzzle book.

14.2 · Ruins of the Solstice (104)

The central room of the vault is larger than the others, depicting beautiful scenes of both seasons. At the far end of the room, you see a twin set of pedestals, one in each zone. Hopefully, whatever is there will be worth all this trouble.

Special Rules

Each goal treasure tile can only be looted while a character occupies the other goal treasure tile.

14.3 · Temple of Liberation (20)

The final pillar is reduced to a chaotic mass of cable and scrap, and the high-pitched whine emanating from the orb slowly lowers and then sputters out. The yellow light flickers and fades. The orb is vulnerable, but the fight isn't over. As a last-ditch effort to protect the power source, two hulking giants of metal rise up from the machinery beneath the orb. You're not sure you could even bring them down, but with any luck, destroying the orb should end this fight.

Special Rules

Do not spawn the Flaming Bladespinner for the last metal cabinet. Instead, spawn two Steel Automatons at the glowing orb. These are normal for two characters, or elite for three or four characters.

The glowing orb can now be damaged. It has Cx(L+2) hit points. It is an enemy to you and an ally to all monsters.

15.1 · Deadly Pastimes (85)

You follow the stairs back down into the earth. Here, a river of lava flows, radiating intense heat and illuminating the room in an orange glow. You can see a charred corpse on the far side. Of course they had to die on the far side.

Special Rules

Stairs 6 and i are linked.

15.3 · Derelict Elevator (16)

You fight and dodge as best you can, but more rocks come, pounding out an uneven beat on the elevator floor.

Special Rules

Place one debris in each c. Any figure occupying c suffers trap damage and is placed in the closest empty hex.

Pebbles rain down at d, e, and f. This has no effect yet.

Section Links

At the start of the twelfth round, read **39.1**.

15.2 · Heart of Ice (4)

Conclusion

A blood-curdling howl, a bitter shift in the air, one last fading flurry from the Snowspeaker, and the battle is over. The aged Snowspeaker chief collapses to the ground, lifeless, and the chamber grows still. Sweat evaporates from your forehead and all around the battle-worn Icespeakers look on and the surviving Snowspeakers flee. A low voice rises up.

"A good fight, warm-bloods," the voice says, resounding off the icy walls. It's the Icespeaker chief, looking much worse for wear. He grasps his ribs, most of his weight settled on one leg. His face, though, shows not pain, but curiosity. "You helped us defeat these invaders, and for that, I am thankful. But why did you do it? Why would you set foot in our sacred mountain and risk the wrath of our god Geryuu?"

It's the first chance you've really had to think about it, but you figure honesty is the best option here. You explain that you've been sent from Frosthaven on a mission to secure the town's safety, and that you'd hoped by fighting in the battle that you might forge some sort of treaty with his tribe.

"No, Chief Elland! The humans defiled the Sacred Clearing!" One of the Algox roars, incredulous.

"These are their strongest warriors," shouts a priest. "We can kill them easily."

"Geryuu has brought them to us to help defend our home," Elland shouts back at his surviving kin. "To kill them now would be to go against His will! In return for their aid, we will allow their town to stand for now."

At this proclamation, the entire mountain rumbles, and a fear crosses Elland's face.

"They are at the summit!" An Algox scout rushes into the cavern in a pure panic. "A powerful Snowspeaker is performing a ritual—they intend to bring down the whole mountain!"

Elland turns to you. "This clan is not on your side, but with continued help, maybe they can be.

"So you must climb," the chief growls. "You must go up to the peak and find this Snowspeaker. Cast them down so the wolves may eat their flesh. It will take them some time, so you may leave and prepare. We will stop them from leaving the peak until you return to prove your friendship." He nods at the rightness of his words and then, considering you for a moment longer, decides on something else. He claps an enormous hand down on your shoulder, nearly bringing you to the ground.

"And I shall send a champion to aid in this trial," he says, his eyes wide and fiery, "to ensure it is successful."

Rewards

Unlock class box.
New Scenario: **Avalanche** 6

Section Links

Immediately read **63.1**.

15.4 · The True Oak Triangulated

You respond to a note from Listeritus, returning to its cabin to find the place ransacked and the research stolen.

"It was the Radiant Order from White Oak," Liseritus explains, nursing some cracks in its arm. "They said they received word we were conducting 'blasphemous' research up here, and that they were here to stop it. They took my notes on the location of the oak grove and then destroyed everything else.

"I—I think they're going to go destroy it! You have to go stop them. The Radiant Forest is a treasure trove of botanical wonders, and who knows how much they'll destroy!" Listeritus grabs some parchment and begins scribbling out a crude map. "Follow this. It should get you to what you seek. I just hope you're not too late."

Rewards

New Scenario: **The True Oak** 70

16.1 · Rusted Tunnels (25)

Conclusion

Machines and more machines. What you wouldn't give for an enemy that simply bled. But with the tunnels smashed and the room cleared out, the tide of metal creatures finally comes to an end.

As you wipe the sweat and dust from your brow, an odd, high-pitched noise begins to fill the air. You clear out your ears, but the noise persists. It almost sounds like words.

"I say, down here, friends," the noise says again. You look down and discover that the source is actually a Quatryl. The man is tucked at the far end of the tunnel, imprisoned in a small segment of tubing. Several bars of scrap metal have been forced over the entrance in order to create a rudimentary cage.

"Well I should say, quite a fight you gave those machines," the Quatryl says. He appears to be in good humor despite his obviously poor condition. His shirt sleeves and pant legs are all so frayed that bits of fabric hang down like moss. His breathing too is ragged, his chest rising and falling with a labored wheeze. "In any case, I'm mighty pleased to see you all. I quite expected my rescue party sooner, but this should do well."

With a bit of effort, you pry the Quatryl loose and, as soon as he's free, watch him stretch with genuine pleasure.

"Ah then, now we can have a proper introduction." He extends a long, delicate hand. "Crain Tallengyr, at your service."

You introduce yourselves, explaining that while you aren't a rescue party per se, you're happy to lend a hand, and you ask how he came to be caged so far below ground. You learn through an exceedingly self-important lecture that Crain is an academic who ventured down here one year ago on an ill-advised solitary exploration. He was eventually captured by the machines and has been kept prisoner ever since.

You ask whether he knows another way out of this complex other than that infernal elevator. "I should say I do," says the Quatryl, nodding emphatically. "I've been here a year and am well versed in this place, and the Unfettered have a dozen dozen little ways to ingress and egress as they please."

You stop him for a moment and question this term, "the Unfettered."

"Oh yes, right, well, that's what they've named themselves, you see? The machines, that is. Unfettered. They were built long ago by an elder civilization. You see—" Crain dives back into his prison cell and pries up a piece of bent metal to reveal a hidden stash. When he reemerges he's holding a sheaf of folded papers that look to be cut from a larger text. "They left a history! Whoever they were, they were kind enough to record some of their thoughts and, although their script is quite archaic, I think I've got the general idea through some of the illustrations. Now, originally it would appear that these ancient engineers created the machines as a source of cheap labor, but in the years since it would seem that the machines have found a way to keep themselves in operation without anyone around to command them, hence their name." Crain pauses for you to look impressed with his theory. A piece of dead machine clatters to the ground.

"Anyway, more troubling than that is that these machines appear to be planning something, perhaps an assault if you want my opinion, and judging by their numbers, I don't know that any force above ground is prepared to take them on." At this ominous utterance, the Quatryl groans and holds his head.

"Oh my, I think I've spent too much time in that cage..." Crain stumbles and collapses to the ground. If you want any more information out of him, it's probably best to bring him back to Frosthaven and give him some time to recover.

Rewards

Gain 2 collective and 2 collective .

Locked Out Scenario:
Quatryl Library 26

Section Links

Add **128.2** to the calendar in four weeks.

16.2 · Old Coin

You take a closer look at the coin you just picked up, wiping a bit of grime from the face of it. No, it's not one of the kind Dinah Snapclaw from the tavern asked you to keep an eye out for, but you pocket it anyway.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

16.3 · Beneath Sea and Stone (49)

Special Rules

Open all doors 2.

When ice pillar b is destroyed, the hex it occupied becomes an escape hex. When any character escapes while adjacent to the bathysphere, the bathysphere also escapes, removing it from the map.

17.1 • Unfettered Shard (41)

Another piece restored, another wave of light pushing back the darkness, revealing the final culprit. Time to crush these things one more time.

Special Rules

Remove the shadow wall from the map, then spawn one elite Deep Terror at (c). When this Deep Terror dies, instead of a loot token, it drops another piece of the altar.

In addition, spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
(a): One normal Living Doom. (b): One normal Night Demon.	(a): One normal Living Doom. (b): Three normal Night Demons.	(a): One elite Living Doom. (b): Three normal Night Demons.

At the start of each even round, instead of spawning Night Demons, now spawn one Deep Terror at (c).

It is normal for two or three characters, or elite for four characters.

17.2 • Job Posting

"That's what I'm trying to explain! There were lights, and the whole thing hummed like it… like it was still in use!" A young man is pleading with Glint, the Inox records-keeper at the town hall. "There must be a few guards you could send to take a look. What if it's a whole mess of those automatons getting ready to attack? I crossed the Whitefire Woods just to bring you this information, you can't ignore it!"

The Inox stamps some very official-looking documents, conveying with every ounce of his soul that he's much too busy to take this report right now. "Right, well, I just checked the ledger and we don't have any guards available right now."

"You didn't check the ledger! You've just been stamping ink all over that page!" The young man is adding more volume with every word.

Glint grumbles, shaking his head. "It's a mental ledger, and I—" He spots your group walking by. "Hey! You lot! Got a live one for you. Says he saw robots. It's your go now."

The man rushes over to you, relief already playing across his face. "No, I didn't actually see the robots, but it's clearly still working… something. Will you please at least go take a look?"

Rewards

New Scenario:
Underground Station 96

17.3 • Haunted Vault (17)

When the final plate is depressed, the remaining door slides slowly down into the floor. Blackness. Eyes. A wave of pure malice: another menacing figure hovers just inside the room, waiting for you to enter. But behind it is a tempting reward: an immense, ancient chest awaits, glittering in the deep gloam.

17.4 • The Eternal Crave (122)

Conclusion

You throw the ingredients in what you surmise are the proper proportions and Noore stirs the cauldron. She produces a tasting spoon, dips it in the stew, and then holds it out to you.

"Sample your work?" She asks. When you hesitate, she tries it herself and smiles. "Perfect!"

You lift the heavy cauldron full of stew and carefully carry it through the ornate door and into the inner chamber of the Hungry Maw's dwelling. You see it pacing up and down the center of the room. It looks upon you and roars with an otherworldly sound.

"Feed me! Fill my craving! I am awakened with hunger, and my soul is cold!"

You set the cauldron down and back away. It sees the hot stew and descends upon it with surprising quickness, lifting the cauldron and pouring its contents into its unnaturally huge mouth. It groans with satisfaction and then lays down to rest in peace.

You carefully exit the cave, and Noore congratulates you. "Well, that should keep the monstrosity happy for another hundred years. I'll try to pass down a less cryptic recipe to my ancestors this time."

Rewards

Gain 15 ✹ each and 1 ✓ each.

18.1 · Underground Station (96)

With the debris cleared out of the way, the platform trundles deeper into the system. The sealed environment has attracted denizens content with feeding off the darkness, but it looks like they're also happy for a change of menu.

Special Rules

Floating platform (b) now moves toward (c), then toward door (2). Door (2) is locked and will unlock when the floating platform moves adjacent to it.

Section Links

When door (2) is opened, read **116.2**.

18.2 · The Eternal Crave (122)

You throw the ingredients in what you surmise are the proper proportions and Noore stirs the cauldron. She produces a tasting spoon, dips it in the stew, and then holds it out to you.

"Sample your work?" She asks. When you hesitate, she tries it herself and frowns. "No, no, it's too weak, and the proportions are wrong. Is that how many leaves a firepepper has? And that axenut looks off, too."

Luckily, you don't have to start over. You just need to figure out what the correct amounts are and fix your mistake.

Section Links

Return to **162.2**.

18.3 · The Unfettered Seal (62)

"Oh, ho, boy! This is it for sure!" Crain's machine vibrates wildly and sends out a massive shock wave, ripping into the fiends that surround you. But still, they stand. Still they persist.

"Getting very close now!" Crain's voice is full of confidence. "I should be able to triangulate the position from here. Just keep them at bay for a bit longer!"

Special Rules

All monsters within 2 of Crain suffer trap.

Crain's current goal is now (c).

Remove any one of the six numbered tokens from the scenario, then shuffle the rest face-down.

Section Links

When there are two damage tokens on (c), read **134.4**.

19.1 • The Lurker Problem (78)

You decide to trust Trench-Coat, whether a man or not. The door to the right takes you from the hall into an irregularly sloped cave, deeper into the cliffs. The air temperature plunges and in front of you are, of course, more Lurkers. They're riled up from having sensed the battle in the previous room.

This time, however, you are prepared as well. The instructions warn you about this group, and tell you to kill these Lurkers in a particular order. As the Lurkers skitter through the shallow pools, you luckily have the order memorized, intricate as they are. You're not certain why the instructions call for this order, but maybe overpowering certain ones first will demoralize the others. Maybe Trench-Coat knew what he was talking about.

Or maybe he's just fussy. Far back to the left, another passage wends away. Do you need to follow the instructions, with this option also available? Either way, you won't be able to pass until you deal with the Lurkers.

Special Rules

Doors 2 and 3 are now locked.

Randomly place one numbered token face-up on each newly revealed monster.

Section Links

If all monsters in this room are dead and died in ascending order based on their numbered tokens, read **136.1**. If they are all dead and died in any other order, read **170.4** instead.

19.2 • Job Posting

"Alright, Satha wants you to check out a spot called 'Paradise Cave,' short walk from here." Glint, the Inox records-keeper, hands over a bounty assignment to a group of mercenaries who nod in appreciation. A second group steps up and the Inox hands them their task: "There's reports of a hot spring surrounded by edible green tin-berries. Take a look and report back." Another bounty to another group.

You step up to the counter in the town hall for your assignment and Glint rummages through some papers. "Right, you lot. What do I have left…" Glint spots a wadded-up paper crammed under the leg of his counter and bends down to grab it. The furniture goes back to wobbling as he smooths the paper out on the countertop.

"Yeah, this is something." He leans in to look at the ink smudged on the bounty sheet. "Looks like the report says 'Cave that smells like fish.' Some cartographer came by a while back and said he found a cave that smelled real bad. It's uh, *super important* to Frosthaven that you check it out. Looks like it's right around…" He looks at the page and chuckles ruefully, revealing a gold tooth. "Wow, that's a ways out there. Good luck!"

Rewards

New Scenario: **Rising Brine** 83

19.3 • Haunted Vault (17)

Hoping this is the final door, you depress the plate, and your heart also sinks. One last room full of plates and the angry undead. You'll need to get the whole group through this door in order to move any farther.

Special Rules

Door 5 is locked and will unlock and open permanently when all characters occupy the four corresponding pressure plates e.

Section Links

When door 5 is opened, read **17.3.**

20.1 · Thawed Wood (33)

Using the unnaturally warm air as a guide, you venture deep into the Radiant Forest, turning in whichever direction the heat is strongest, and you eventually arrive at a stone cave whose mouth radiates waves of dry heat.

Inside, the temperature is nearly unbearable. Each breath is like inhaling fresh steam. You cover your mouth and move quickly.

The rock itself is like a scorched kiln. The ground is cracked, broken into irregular scales like a dried-up mud flat in need of a flood, and walking on it makes you worry that your boots might melt.

Acting on a hunch, you pry up one of the scales and are rewarded with a burst of fire from below. That confirms it: the heat source is somewhere beneath the ground. You stumble back, blinking away the pain as a seething body claws itself out of the ground—a flame demon.

You draw your weapon as you realize the true danger of your task. You need to find the heat sources and extract enough of them for the Tinkerer to make your diving vessels... but there's no knowing how many demons lie in wait.

Special Rules

Randomly place one numbered token face-down in each a. These represent dowsing runes.

If any character enters a hex with a dowsing rune, reveal it. Spawn one Flame Demon at any adjacent empty hex if it is odd or one Earth Demon if it is even. These are normal for two characters, Earth Demons are elite for three characters, or both are elite for four characters.

A dowsing rune points to its own hex and all hexes on tile 16-B exactly X from it, where X is half the value on the numbered token (rounded up). Any character occupying a hex that three or more dowsing runes point to may forgo at top action (discarding the card instead) to gain one radiant stone. If this occurs, remove any three dowsing runes that point to that hex from the map and place one of them on that character's mat. Any character with a radiant stone adds 3 to all their attacks.

Whenever any character starts their turn occupying a hex with a revealed dowsing rune, they may lose one card from their hand to move it to any adjacent featureless hex.

At the start of next round and each second round after that, spawn one normal Black Imp at b for two characters. For three or four characters, instead, at the start of each round, spawn one Black Imp at b. It is normal for three characters or elite for four characters.

20.2 · Midwinter Brawl (93)

Conclusion

Scabwit turns to you and grins. "Well, that will teach them to call us vermin," he says. "I'm sure there will be more conflict in the future, but we will grow strong and be able to fend for ourselves. For helping us this day, however, you have our thanks. Perhaps you will accept one of our woodland friends as a small gift of appreciation?"

Rewards

Gain "Small Rat" 235.

20.3 · A Grand View (94)

21.1 · Crystal Trench (8)

Just when you think you've outrun them, the howling starts again. You glance behind you to see the hounds emerging from the shadows of the forest – shaggy silhouettes coalescing into fur and fang. There are too many to fight, so your only choice is to keep running.

Special Rules

At the start of each round, spawn one Hound at any empty starting hex. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Section Links

When door 2 is opened, read 12.1.

21.2 · Call of the Harbinger (56)

The tangled creature screeches. It is vulnerable here in this place, and you remind it of that fact. Black blood pours from numerous wounds. It is not pleased.

"Pest!" The word is spit from the beast's horrific maw. "Begone from my realm! Let the shadow consume you in the twilight." It roars, and you are pulled back. The shadow recedes and you once again find the mottled earth of the Harrower hive under your feet.

Special Rules

Set the Harbinger of Shadow's current hit point value to two thirds its maximum (rounded down).

Place the character on tile 15-B in any empty hex adjacent to any other character and any of their summons and tokens in empty hexes adjacent to them. Remove all Black Imps from tile 15-B, and Harbinger of Shadow 1 is no longer active.

21.3 · Among the Wreckage (54)

Conclusion

What terrible things that Lurker saw, you hope to never find out. The fight is over. You hang over his dying body and watch as the darkness flees from its face. Shadows vanish from the creature's eyes like a fog lifting in the sun. Again the creature speaks to you, but this time the vision is clear.

You first see the corpse of a giant lying on its side on the ocean floor, life blossoming all around it as thousands of creatures thrive on the bounty; an oasis of paradise in the endless abyss... it is the Lurker's "name"—Fallen Whale.

The name-image fades instantly and you see the shards of the coral crown in your hands, rising up and spinning around each other until they join, reunited and gleaming. The image comes with a rush of hope, then sorrow. The vision fades and the Lurker opens his claw, holding out the coral shard. It glitters in the low light and then Fallen Whale is still.

Everything is quiet. You hear only the whir of the bathysphere and the deep silence of the ocean.

You have what you came for, but the cost to get it was great: these Lurkers own desire for the shard turned against them in a horrible blast.

It takes some effort, but you manage to push down the rising tide of doubt and refocus on the task at hand. You pluck the new shard from the dead Lurker's claw and secure it in the bathysphere's hold, closer than ever to reuniting the crown.

Rewards

Gain 2 ✓ each. Gain "Coral Shard" campaign sticker.

New Scenario:
Uniting the Crown 60

21.4 · Winter Arrives

It's been a summer of adversity, but your decision is made: this outpost at the corner of civilization won't make it through another winter without your assistance. Of course, it's possible they won't make it with you, either—but at least you'll find out together.

The Quatryl mail carrier cinches her bag and plods through the main gate. In her satchel is your final reconnaissance report to the guild at White Oak, detailing the condition of the town, the support it will need to continue, and your decision to stay.

With a sober final thump, the gates of Frosthaven seal shut. The populace barely acknowledge it, but for you it means you've linked your fate with that of this town.

Rewards

Gain 1 prosperity.

22.1 · Heart of Ice (4)

Conclusion

The Icespeaker chief, his body immense and heavy, finally crashes into the ground. His frozen fists shatter like glass. For a moment there is silence.

"You have helped us reclaim what is rightfully ours," a voice says. It's the Snowspeaker chief, her brow bleeding. "Now you must tell me why you did it."

Seeing no alternative, you opt for honesty: You say that you've come here in response to the Icespeaker attack on Frosthaven on a mission to secure the town's safety. You'd hoped that by helping the Snowspeakers, you'd be able to broker some sort of alliance, or at least a truce. You're not sure how sincere this all sounds with so much blood covering your clothes, but you do your best to put on a straight face.

"We have no quarrel with the human town," the Snowspeaker chief says. "In return for your aid, for now you will have no trouble from our tribe. Yet we cannot predict what the Icespeakers will do. If you wish for safety, help us do away with these blasphemers once and for all. Before we came here, we spotted a group of Icespeakers north of the Whitefire Wood. What they're doing there, we do not know, but they will launch a counterattack if we do not intervene. I charge you then: kill those who wish us harm, and we will see about this peace."

Seeing peace within your grasp, you agree to the terms.

"Chief Lanprul," one of the Snowspeakers yells from the restless crowd. "We do not need these soft, tiny creatures to defeat the Icespeakers! Geryuu is on our side!"

The chief wordlessly raises her chin, a menacing blue light grows around the tips of her fingers, and the grumbles stop. She considers you again, and comes to another decision.

"These warriors are here by the will of Geryuu, and it would be foolish not to use their aid. But one of our champions will aid them in this fight," she says, "as any good alliance requires both sides to be tested."

Rewards

Unlock ❄ class box.

New Scenario: **Frozen Crypt** (5)

Section Links

Immediately read **63.1**.

22.2 · Avalanche (6)

"It's just snow," you keep telling yourself. You've faced the giant Algox, packs of wolves, and far worse threats on your journey so far. You will not let snow defeat you. You won't even entertain the possibility.

Special Rules

Remove all snowdrift and snow rock tiles from tiles 2-E and 2-G before setting up tile 13-A.

Each (a) is an escape hex.

22.3 · Vermling Siege

You rally the troops, massing them behind the gate. When the alarm bell rings, the doors open and Frosthaven's finest flood through the opening. They charge at the Vermling extortionists like their lives depend on it.

Morale > 15: -10 ✶

75 ◎3

No buildings are damaged during this attack. Instead, for each target that is unsuccessfully defended, lose 3 morale. If you fail two or more, Wreck four buildings randomly by drawing from the building deck.

A guard draws his blade from the neck of a Vermling. The leader with the orange feathers is nowhere in sight, and the majority have fled back into whatever burrows they came from. They won't consider Frosthaven such an easy target in the future.

Rewards

Do not resolve an outpost event this week.

22.4 · Deadly Pastimes (85)

Hoping to discover some passage out of this small valley, instead you just find a dead-end. But there is a suspicious patch of snow on the far side.

23.1 · The Way Forward (38)

Standing next to the altar is like standing in the path of a storm. The black smoke darkens the air, making everything damp and clammy.

Gurndel and Barduu huddle against the altar as more corrupted beasts emerge from the woods. You expect them to swing a weapon or else strike at the altar with some spell, but instead, Gurndel simply raises a hand to the black smoke. Her eyes go blank, and her body becomes still as death.

Barduu shouts to you.

"We must fight the corruption from within. We need your help inside, but some must stay here and protect our physical forms from these beasts."

With that, she too raises a hand to the cloud and then falls, her eyes turning a milky white.

You must choose: some of your party must fight in the other realm and some must remain here and protect the emissaries.

Special Rules

ⓐ and ⓑ on tile 1-F represent the emissaries on the spirit plane. The ⓐs are counterparts, as are the ⓑs, sharing the same allies, enemies, initiative, conditions, and hit points. On initiative 99 each round, the emissaries on the spirit plane perform 2, focusing on moving toward and opening door ②. The emissaries on tile 15-A no longer act.

Whenever any character is adjacent to altar ⓒ, they may transfer to the spirit plane. Place one of their character tokens in their hex, then place their figure in ⓑ or the closest empty hex. All character tokens on the map share the same allies, enemies, initiative, conditions, and hit points as their character, but do not act.

Set the round track to the first round. At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2, 3, 5, 6, 8, 9, etc.	ⓓ and ⓔ: One normal Hound	ⓓ and ⓔ: One normal Hound at each.	ⓓ and ⓔ: One elite Hound
4, 7, 10, etc.	ⓔ: One normal Polar Bear	ⓓ and ⓔ: One normal Polar Bear	ⓓ and ⓔ: One normal Polar Bear

Section Links

When door ② is opened, read **75.3**.

23.2 · Temple Entrance (12)

Conclusion

How long has this place been hidden, buried and forgotten by the rest of the world? And how could these metal creatures still be functioning after all that time? It gives you pause, this line of questioning, because to answer it would upturn your understanding of history entirely. Perhaps, then, you should keep your thoughts on present matters.

You search the preserved room carefully, minding that you don't trigger any surprises lying in wait. Near the doorway you find a series of small indentations set in the floor that glow with a faint blue light. You dust them off and study their strange luminescence, realizing that the indentations are shaped much like the automatons' feet—conduits, perhaps, some way for the machines to regain power. But if that is true, then there must be a power source.

You fiddle with the conduit ports and discover that each is connected to a thin metal cord buried underneath the stone floor, and those cords in turn run farther into an eastern passage. That path is dark, however, and there's no telling how many automatons wait at its end.

Rewards

Gain 15 ✹ each.

New Scenario:
Temple of Liberation 20

Conclusion

While destroying machines doesn't quite provide the same satisfaction as, say, slaying monsters, there is a certain pleasure in returning the room to silence; libraries should be quiet, after all.

Looking around, you find that the room has held up better than you'd first thought. The shelves are packed with books, and many of them are still quite legible, though their pages are brittle to the touch. You while away some time browsing, and discover two particularly illuminating texts.

The first is an unusually shaped book, much taller and wider than the others. Taking it down, you find within it a complex series of diagrams—maps, you realize—that lay out a portion of this complex. You find the library, demarcated by a scribble of ink and, from the library, you can see two avenues branching outward: paths leading to what must be the central core of this place. The map shows an immense inkwork of intricate, almost knotlike design: thousands upon thousands of lines and shapes all leading toward some great labyrinthian chamber. You turn the page yet again and inside that chamber you find another, smaller room made in a triangular design. The script below the map is confusing, but it looks similar to the common word for 'thought.'

The second book is even more helpful, though at first you take it for junk: the cover is dry, cracked leather, and half the pages have been cut out. The pages that remain offer only a dense, tight script written in a language far older than any spoken today. You are about to toss the book aside when a voice makes you freeze.

"I say, you've found one of my favorites there."

You turn and find a Quatryl, short, dressed in rags, shuffling through the far door with a heavy ball and chain shackled to his ankle.

"Of course, I've borrowed the best section on something of a long-term loan," the Quatryl laughs and fishes from his shirt a sheaf of folded paper. "I'll let you read it if you get me out of this thing."

You go to the Quatryl's side and, with a bit of effort, help him out of his restraints. You learn that he is an academic named Crain Tallengyr who ventured down here one year ago on an ill-advised solitary exploration. He was eventually captured by the machines and has been kept prisoner ever since.

"They're quite rude really, but they are an impressive force. Being their unwilling companion all this time, I have learned quite a bit about the Unfettered."

You interrupt to ask about the name, 'Unfettered.'

"Fascinating isn't it? That's what they've named themselves, these machines. A bit melodramatic if you ask me, but I suppose it fits. Their origins are actually hidden in that tome you were about to toss." Crain unfolds his sheaf of papers and shows you more of the cramped, eye-glazing text. "The language is archaic, but I've been able to glean the general idea from the illustrations. I believe that these machines were once used as a source of cheap labor. To what end, I am less certain, but, as their name suggests, the Unfettered work for themselves now. More troubling, however, is that they appear to be planning something, perhaps an assault if you want my opinion, and judging by their numbers, I don't know that any force aboveground is prepared to take them on. I believe therefore, that we, or rather you, may be the only party able to intervene in time. I can direct you toward their central chamber."

There is no need for deliberation. Having fought what machines you have, you're confident in Crain's analysis: if you can stop the Unfettered from attacking the land above then you have to try. The only question then is how to proceed. Unfortunately, all this excitement has clearly caused the Quatryl some stress. He groans and holds his head.

"Oh my, I think I need to lie down for a bit..." Crain stumbles and collapses to the ground. If you want any more information out of him, it's probably best to bring him back to Frosthaven and give him some time to recover.

Rewards

Gain 10 ✸ each.

Locked Out Scenario:
Rusted Tunnels (25)

Section Links

Add **169.3** to the calendar in four weeks.

Not wanting to cross that river again, you push through another soft wall and into a familiar-looking cavern.

25.1 · Collection's Capstone (88)

You enter the control room, filled with different gadgets that beep and click. The Collector hums with energy as he speaks "So much life, wasted in your fruitless pursuit. But that is no matter, as you have brought your own juicy forms to me. I would have preferred to not get my own hands dirty, but your persistence just proves your hardiness."

So close to the Collector, you take note of his fractured, decaying form. The rocks that form the Savvas's body are cracked and crumbling, held up only by a shimmering aura of magical energy. It is both beautiful and hideous.

Special Rules

At the start of next round and each second round after that, spawn one Savvas Lavaflow at a. It is normal for two characters, elite for each second spawning for three characters, or elite for four characters.

Boss Special 1

The Collector performs:
+0
+1, (:+1), (:), (:)
:, all, 1

Boss Special 2

The Collector performs:
+1
+0, (:+1), (:)
: C, self
: 1

25.2 · Trading Post Built

"Guys, guys! This is all a misunderstanding!" Xain, an acquaintance who always seems down on his luck, pleads as two guards push him unceremoniously into the tent of the new trading post. Mayor Satha is waiting inside, arms crossed.

"Mayor! I was just coming to see you, actually—I'd brokered a deal, a… a fantastic deal! The Abaeli are willing to polish the town guard's weapons for a price you wouldn't believe. I'd just finished packing up the armory and was going to surprise everyone tomorrow morning—"

"And did you think that the Abaeli wouldn't attack while all of our defenses were off being 'polished'?"

"No, they were… I mean, it was really an excellent price…" Xain meekly trails off, realization settling in.

"I have put up with your harebrained schemes in Frosthaven for long enough. This here?" She gestures around the trading post tent. "This is your penance. You will put that entrepreneurial spirit to work. You will receive shipments. You will sell goods. Honest goods."

Xain looks mortified. "But… but for how long?"

Satha brushes past him on her way out of the tent. "Until I say otherwise. And if you screw this up? I'm marching you out of Frosthaven myself." She nods at you in passing. "Look, it's your first customers."

"Oh, uhm. Hello." Xain gives you a sheepish smile. "Welcome to the trading post?"

Rewards

Add event WO-80 to the winter outpost deck, event SO-61 to the summer outpost deck, and event WR-41 to the winter road deck.

25.3 · Haunted Vault (17)

You press down on the two matching plates and the far door unlatches. You move forward, but something has shifted in these catacombs. You feel it before you see it: a creeping tendril of frigid air reaching out behind you. You turn to see an icy spectral figure looming high overhead, while at the same time a deep lamenting moan escapes from the newly opened room.

Section Links

When door 1 is opened, read **62.3**.

26.1 · Glowing Catacombs (9)

Passing through the narrow chamber, you reach what must be the end of this path. A room extends out before you, the whole of it bathed in the unnerving green glow. At the far end you see the source: a giant door covered in gears and unintelligible runes. It stands like some warded vault, pulsating vibrantly while a viscous emerald ooze seeps from its cracks.

Had you more time, you would stop and investigate closer, take samples of the slime for study. But time is short. As you stand there, a breeze lifts and pushes against you. A foul wind. A warning.

Special Rules

Open all doors 2.

Switches a can be targeted by character attacks. Whenever either switch is attacked, regardless of damage, it is considered activated.

At the start of each round, any switch not activated spawns one Ooze. It is normal for two characters or elite for three of four characters.

26.2 · Here There Be Oozes (84)

Conclusion

Ooze drips and dangles from the ceiling, slides down the walls, and lies generously splashed about the cave floor, glistening in the torchlight. Covered head to toe in the gunk, you scoop a handful from your eyes and spend a brief moment just absolutely hating life.

So you quickly act, collecting a sample of the goo in a glass vial. Given its unique properties, who knows if it might be useful later? You also take note of an interesting looking skeleton that was released when the creature dissolved. It appears to have the build of a deer, but with a tapered, almost beak-like skull, resplendent pink horns, and star-shaped hooves. Truly magnificent.

And then some slime gets caught up your nose, and you remember how deeply you desire to get out of this cave. Luckily, you encounter a creek on the way back to Frosthaven and start washing off the gunk. You see a few sheep grazing nearby and give them a knowing thumbs up.

Rewards

Gain "Ooze Vial" 1234. Gain "Brummix" campaign sticker.

26.3 · Ice Floes (22)

You drive the Lurkers, chittering and clawing, from your ship, but there is no peace yet. Below deck, you hear more creaking and crashing, as if your boat is being torn apart from the inside.

Special Rules

Border hex a is a stairway to below deck and can now be entered.

Section Links

The first time any character enters a, read **41.2**.

26.4 · Random Scenario

You retrieve a hand-held mirror with an elaborate silver frame, thinking, if nothing else, someone in Frosthaven should be willing to pay something for it. When you look into its reflective surface, however, you don't see your own image staring back at you. Instead, it shows you an image of yourself walking out the main gates of Frosthaven. You watch the mirror for a while as the image treks through the wilderness, eventually arriving at a cave filled with treasure. Looks like something worth investigating.

Rewards

New Scenario: **Ice Cave** 111

26.5 · Page 8 Puzzle Solution

Section Links

If Glowing Catacombs 9 is complete, read **124.1** now.

If Temple of Liberation 20 is complete, read **127.1** now.

27.1 · Algox Scouting (2)

Dodging boulders on the side of a mountain wasn't quite how you imagined spending the morning, but you make it to the overlook without getting crushed. However, just before you pull yourself over the final ledge, a voice carries over the wind, stopping you.

"Foul ice-pissers!" It shouts in a deep, commanding cry. "You're nothing but petty blasphemers twiddling in your caves."

You make it over the ledge and see the owner of the voice pinned between two boulders: she's clearly an Algox, but she is dressed much differently from the brutes who were just hurling boulders at you. Larger than her male opponents, she wears ornate battle garb that marks her as a prominent member of a different faction. She turns to you with snarling hatred, but softens when she realizes you're not friends of her enemies.

"Quickly then, warm-bloods—help me fight these dirt-lovers. Aid me, and I swear to aid you." Her hand, though pinned, glows with a crackling blue energy.

Special Rules

The Algox Priest is an ally to you and an enemy to all other monsters. If all revealed enemies are dead, the Algox Priest focuses on moving toward and opening door 2. If the Algox Priest dies, the scenario is lost.

Section Links

When door 2 is opened, read **6.1**.

27.2 · Derelict Elevator (16)

What were once pebbles now are stones and cracked brick. Fist-sized hunks of rock have begun to fall from above and then crash loudly onto the metal floor; it seems the shaft is collapsing. You keep clear of the shower, but now more debris is beginning to fall elsewhere.

Special Rules

Place one debris in each a. Any figure occupying a suffers trap damage and is placed in the closest empty hex.

Spawn two Ruined Machines at each h and one Ruined Machine at each g. These are normal for two characters, elite at g for three characters, or all elite for four characters.

Set up tile 1-D as depicted. This tile follows the same rules as tile 1-B. Place two damage tokens to the right of it (i.e. it is currently two floors lower than tile 15-D).

Pebbles rain down at b. This has no effect yet.

Section Links

At the start of the seventh round, read **44.2**.

27.3 · Sacred Soil (69)

Conclusion

Carrying a case laden with soil samples from all about the forest, you trek back to Liseritus' humble abode and sit to enjoy one more cup of tea as it sets about examining the samples. Using an array of magnifying glasses, Liseritus peers down at the soil, picking at it with tweezers, muttering, and scribbling notes.

Not even breaking from its work, Liseritus breaks the silence. "This is going to take longer than I thought. I will send for you when I have an answer."

Rewards

Gain 1 , 1 , and 1 .

Section Links

Add **15.4** to the calendar in three weeks.

28.1 · Mysterious Crate

You bring the crate you found to Eddica at the library. After a few hours' wait she's compared every inch of it against a growing stack of reference books. She mutters something concerning under her breath.

"Well, that can't be right. Must be a coincidence…" It's another four hours before she speaks again, shutting a book loudly enough to wake you from your light dozing.

"Not a coincidence." She gathers you around her desk to walk through her findings. "I think someone may be trying to make a new Valrath." She pushes up her red-rimmed glasses. "Droman's right; the crate is built with materials and craftsmanship from the Eastern Continent. But most concerningly, elkwood and Kivak fat are resistant to elemental energy—*demon energy*."

She taps the horns coming out of her head. "Valraths like me were originally created from the infusion of demon blood into humans—my people are the byproduct of corruptive meddling with genetics. It seems someone is trying to do the same thing here." She stands and straightens her skirt, then gently scoops the cracked egg out from inside the crate to hold it up for examination. "But with... *Lurkers*."

Rewards

Gain 10 ✹ each.

Do not resolve an outpost event this week.

Section Links

Add **178.1** to the calendar in three weeks.

28.2 · Algox Offensive (3)

Their numbers are thinning. If you can just get past this line, you should be able to push through into the heart of this place.

Special Rules

Each (a) is an escape hex.

28.3 · Flotsam (73)

Making your way through the floating remnants of the Cinnabar, you note the odd timing of all of this – the swift destruction of the ship followed by the sudden appearance of these fishmen. They must be after the second piece of the scale, but how could they command the sea like that?

Special Rules

Replace all doors (1) with corridors as depicted.

Section Links

When any door (2) is opened, read **143.1**.

28.4 · Crain's Expedition

Crain's research crew finally returns from their expedition late in the evening. The archaeologist is overjoyed and begins chattering about his discoveries to anyone who will listen.

"It was marvelous! Oh, the incredible things in that complex could fill a lifetime! It's amazing how much work you can get done when you're not locked in a cell. We must return as soon as we can resupply!"

The guards who had accompanied the researcher don't look quite as thrilled about the prospect of another long journey with the prattling Quatryl.

Rewards

Gain one random item blueprint.

Return one (S) card and one (+20) card to the town guard deck.

Add one [+1] sticker to one loot card (the card gives one extra when resolved).

29.1 • Old Coin

Your scrutiny of every looting opportunity has made sure you don't leave a scrap of gold behind, but it isn't turning up the ancient coins you're looking for in this case.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

29.3 • Aesther Outpost

"Your assistance... is needed," the faint whisper of Voice-of-Eight slips into your mind, though they are nowhere to be seen. "Please... hurry..."

Rewards

New Scenario: **Core Attunement** (67)

29.2 • The Tempus Forge (106)

With the elemental locks destroyed, you push the iron gate aside and enter the forge room. Before you stands the blacksmith, a human unnaturally corrupted by demonic forces. This whole place must be corrupted, used for some dark purpose that you have interrupted.

The blacksmith doesn't say a word. He just roars with anger and charges.

Special Rules

The City Guard is the Blacksmith. It has HxC hit points. At the end of each round, the Blacksmith performs 2, self; 1, all characters, 5, , then all characters suffer 1.

29.4 • Fleeting Permanence (52)

29.5 • Page 3 Puzzle Solution

You find Crain much as you left him—cloistered in his small room, surrounded by his surreptitiously begotten books and muttering to himself. However, unlike last time, he's up and moving around.

"My pugilistic chum!" He says when you knock on his door frame, "What a pleasure to see you again so soon! Have you already cracked the cipher then?" The Quatryl clicks his tongue and examines your findings. He mutters, looks at his own notes, which are now nailed to the wall.

"Ha!" Crain shouts. "Fancy that. Look here." He tears down one of his sheets and brings it over. On it are several lines of the ancient numerical system apparently copied directly out of the source text. Using your new system, he translates a few of the lines and ends up with a fairly basic equation that he solves without trouble.

"You've done it then," Crain says with a bit of guarded surprise. "Had you marked as a fighter through and through, but seems there's a scholar trapped beneath all those muscles." He lets out a high, cackling laugh that carries on far too long. You wonder when the last time he got some fresh air was, and ask as much.

"Fresh air? There's no time! We have the numbers—the numbers! Now I can get to work on the alphabet, then we'll know what secrets hide in this book." He holds up the musty tome and a few pages fall onto the floor.

"Which reminds me." He retrieves another slip of parchment from the wall and hands it to you. This one is scrawled with a section of text copied in the lost language. "Let's see how you do with this. Take note, there are some scribbles there in the corner concerning two unrelated words. Something about ancient technology. Not sure about any of it, but if you have two words that fit there, it might lead to something else."

Rewards

Turn to the next page in the puzzle book.

30.1 · Page 14 Puzzle Solution

Crain's shed is dark and utterly silent. Not five minutes ago, you heard screams coming from inside along with the sound of wood and glass crashing. But now that you're here, everything is quiet.

"I haven't seen him for days," Satha says next to you. "Figured that was normal though." She lifts her lamp and casts a beam around the darkened shed. The place has been ransacked. Crain's books and shelves are all scattered on the floor. His tools are everywhere, some of them stuck into the wall like throwing knives. In the center of it all lies the remains of some new contraption, now reduced to bent metal sheet and broken glass. You recognize three shattered domes that came from the alchemist, along with samples that Crain gathered from the energy sites.

"It hungers," a voice whispers. Satha flashes her light into the rafters and a shadow dashes away.

"Crain?" She shouts.

"It hungers for ruin-Nah." Crain skitters behind you and then over to a far corner. He crouches there, wrapped in a dark-stained sheet. Satha trains her light on him and you both approach slowly. "It lies deep, deep, beneath the soil, black-ack soil, rich, waiting to rise. I found it. FouwNd it."

"What did you find, Crain?" Satha asks.

"The bringer of ruin, fools—the abyss. It's bound in the ropes. The one who waits. No more. It's waking up now. Waking!" Crain turns and leaps at you, arms spread wide. The scholar is fast. His long hands scrape at your face but you hold him off. He thrashes, reaching for your eyes, spewing gibberish.

"Ityearnstowake! Sewtheseed-burnthesky-vastnessofnightforeverdarkpainandru inandnothing—" Satha cracks her fist into Crain's jaw and he falls to the floor, stunned. She holds him down while you bind him in the filthy sheet. It reeks of lamp oil and fever sweat.

"He'll need time," Satha says. "Seen plenty of winter madness, but this ain't it. May take a while to turn around. He'll need some better quarters for a spell, and none of this research business."

Crain groans weakly in your arms. He is glassy-eyed, mumbling to no one. "Yes, new quarters would be nice. A tavern perhaps. The mutton sandwich is 46.1 after all. Too bad we cannot stop it, though. It will consume everything."

Rewards

Do not turn to the next page in the puzzle book. Instead write the solution to the next puzzle on the same page.

30.2 · Algox Offensive (3)

You duck and weave, winding your way through the battle, dodging arcane blasts and enormous Algox fists, but you manage to sneak through without losing your head. Unfortunately, there are many more Algox standing in your way.

Section Links

When door 2 is opened, read **28.2**.

30.3 · Raised by Wolves (112)

Conclusion

After a quick sweep of the cave, ensuring no more demons are around, you begin to make your way back outside. The wolves all wag their tails and howl, a victorious call for their hero. You kneel to say goodbye to Wolfie, who licks you and lets you pet its belly. Then you stand up and leave Wolfie behind, heading back to Frosthaven with a single tear in your eye.

Rewards

Gain 15 ✸ each.

30.4 · The Lead Door (103)

30.5 · Tower of Knowledge (134)

Special Rules

Spawn one Shrike Fiend at the closest nest, which the Shrike Fiend treats as a corridor. It is normal for two characters or elite for three or four characters.

30.6 · Page 4 Puzzle Solution

"It's troubling," Crain says. "Troubling." You find the quatryl in his quarters, sulking behind a newly made desk, cobbled together from scraps of wood and the legs of his bed. He's poring over your work on the cipher, but it doesn't seem to be the breakthrough he was hoping for.

– Continued on next page.

30.6 (cont.) • Page 4 Puzzle Solution

"You sorted their letters," Crain says. "I much appreciate it, but your solution just leads to more problems. It seems the author of this tome has taken steps to shroud their work in deeper levels of obfuscation." Crain stabs his quill into his ink pot and slouches back in his chair.

"It's not complicated by any means, just time-intensive," he says. "I've got the title at least: Project Source, by Mistress Torfi Logren. It appears to be a research journal. These Quatryl researchers were investigating some phenomena in the North. I can't say what they were looking for, but this section here."

He holds up the tome, open to a page with a very small, very crude map surrounded by text. "This tells of an experiment at the largest of a series of spires. They were apparently built not too far from here. But the experiment, I don't know. All I have is this."

Crain hands you a small scrap of paper that shows a diagram of sorts. "I'm sure you won't have any trouble working out what it means. See if you can find this large spire and get to the bottom of it."

Rewards

Turn to the next page in the puzzle book.

31.1 • Blizzard Island (48)

31.2 • The Collection (87)

You rush into the next room, but the Collector is long-gone, apparently fleeing from the commotion you caused.

As you look around the cage, a voice crackles above you. "Who are these new morsels that have wandered into my web? Normally I need the Algox to go find my subjects, but you saved me the inconvenience. So diverse and succulent... Let's run some new experiments!" And that's when you see the giant automaton lumber out from one of the cages.

Special Rules

Door 4 is locked and will unlock when doors 2 and 3 have been opened and all revealed enemies are dead.

31.3 • Jeweler Built

As the jeweler's opens its doors, you feel particularly proud of its construction. At the worktables, craftspeople are absorbed in examining gemstones under magnifying glasses, and standing at kilns or with blowtorches, melting precious metals into fantastic shapes. Their nimble hands seem to weave an air of sophistication into Frosthaven. One Vermling jeweler approaches you, showing off a black opal he's set into a broach.

"What do you think?" His face tucks shyly against his vest. "I've been scouring the coast for these opals, and now I finally have a use for them." He tells you he plans to sell them, then send the proceeds to his family down south. You're pleased that you've created many new livelihoods, and hope to see the residents of Frosthaven wearing these beautiful pieces now and again.

Rewards

Add event WO-77 to the winter outpost deck and event SR-37 to the summer road deck.

Add items 156 to 159 to the available item supply.

32.1 · Orphan's Halls (51)

You burst into a large central room, and your heart drops. There are just so. Many. Machines.

They pour into the room in droves, but you find your resolve. With Crain's bombs in hand, your only hope is to punch a hole through the main force and get to the hall on the other side of the room.

Section Links

When door 2 is opened, read 137.1.

Special Rules

Open all doors 1.

At the start of each round, spawn one Ruined Machine at each a and one Steel Automaton at b. These are normal for two characters, Steel Automaton are elite for three characters, or all are elite for four characters.

32.2 · Crackling Tunnel (31)

Special Rules

Remove tile 11-F and everything on it from the map.

All characters must lose one card from their hand or discard pile.

At the end of each round, all characters occupying or adjacent to any power conduit tile suffer hazardous terrain damage, while all enemies occupying or adjacent to any power conduit tile will perform X, self, where X is the hazardous terrain damage value.

When all revealed enemies are dead, each a becomes an escape hex.

The crackling escalates as you move forward until the very air seems charged. Rather than threatening, though, it is welcome. Your muscles ache from the exertion, and the energy in the air lifts you up and keeps you going. Straight into more machines.

32.3 · Visiting Trader

A carriage piled high with blankets and carpets is tucked between a snowbank and a building near the edge of town. Its old owner sees you wandering by and looks both ways before beckoning you over.

"Nice place, nice place this Frosthaven. Cold though, eh? Heh. Maybe you're the sort of people who would like some hot items." He chuckles a bit to himself as he pins back a blanket on his carriage, revealing assorted items in like-new condition.

"I just need a few motivated buyers. Shouldn't be trouble up here, no… but I wouldn't wear these out in, let's say, uh, Gloomhaven for a while. Heh."

You're not planning on heading south to that decrepit city any time soon. Might as well pick up a few items at a steal of a price.

Rewards

Each character may buy one item from the purchasable item supply for its listed price or one material resource for 7 gold.

33.1 · HE-RO-IC-S

If building 88 is built, read 135.4 instead.

The mechanical unit HE-RO-IC-S approaches you, its antennae drooping with dejection. “I CANNOT FIND A SUITABLE HOUSING UNIT IN MY NEW HOME. IT IS NECESSARY FOR MY FUNCTION. PLEASE BUILD ONE SOON SO I CAN BEGIN HELPING!”

Section Links

Add **33.1** to the calendar in three weeks.

33.3 · Tower of Knowledge (134)

33.4 · Pylon Problems (115)

Conclusion

With the Algox raiders defeated, Droman says he can clean up the rubble and reinforce the remaining pylons to be much sturdier. This was the final obstacle stopping traffic through the shortcut; if there’s still time in the season after Droman’s crew finishes cleanup, Satha might be able to send for a caravan of much-needed resources.

Rewards

Gain 15 ✸ each.

Section Links

Add **66.2** to the calendar in X+1 weeks, where X is the number of pylons destroyed.

33.2 · Nerve Center (44)

Conclusion

The final tower erupts in spectacular fashion. A sharp whistle blows like a massive kettle coming to boil and the top of the tower bursts, releasing a plume of bluish smoke that mushrooms and drifts up to the high ceiling above. It smells of charred pine and spring rain, and as this last tower falls, so too do the enemy machines. They stumble and collapse to the ground, twitching. All that’s left now is their leader. You ascend the stairs to its overlook, and with each step you feel hope returning.

You find the machine waiting on its platform, its face an unmoving mask of steel. The Unfettered leader, far from being an imposing figure made for combat or destruction, is in fact little more than a basic automaton. Its arms and legs are awkward steel shafts and its chest is a small barrel-shaped container. Its body has even been patched in several places with ragged pieces of copper and brass that give a haggard appearance. But its eyes: those glow blue with fresh intensity.

“You,” the automaton says. “You come to our home and lay waste to it. You, who bound us in servitude and then abandoned us, you come to immure us once again?”

The vitriol behind the accusation strikes you as much as its content. The history of this place is clearly a sad and violent one, but you object to this machine thinking you had anything to do with it. Perhaps it thinks all organic beings are connected, somehow, like the machines seem to be?

“You look surprised,” the machine says. “Perhaps you did not expect us to persist? You expected that we would simply remain here, lifeless forever. No. I persisted, after I was left here, orphaned by the overseers.” It pauses, weighing the moment. “That’s what I am, you see—the Orphan. And I am the one who revived us, who brought us back to life—me, the one you forgot.”

You explain that you weren’t the people who built or enslaved the Orphan—that, in fact, you don’t know who they were at all, and they must be long-dead. The automaton just looks down at the still, twisted shapes of its kin and shakes its head. It makes a scoffing noise, as if to dismiss your explanation as nothing but lies.

“And now you return. Never content. You cannot tolerate that your former slaves could live free of your tyranny. No... We must bow, or be destroyed.” The Orphan’s words drip with bitterness, the blue glow flaring angrily behind its mask as it turns back to you. “So tell me, masters. What would you have me do? Kneel? Beg for peace, hoping you’ll spare these children you abandoned? Or are you simply here to end what you began with your barbaric invasion of our halls, and destroy us once and for all? Tell me. Tell me what you believe is right, you who intrude here.”

Silence stretches between you. If what the automaton says is true, that these machines were built with the capacity for reason but used as mindless slaves and then tossed aside, you can’t blame it for feeling wronged. And yet, these Unfettered have used their independence to wage war against the world at large, Frosthaven included. They freely attack anyone who they see as an enemy, and did this machine not say just a moment ago that they would lay claim to the world’s surface? Thousands more machines of every type stalk these halls; how much havoc could they wreak if allowed to invade?

So then, you have a choice to make. It seems that when you carved your way to the core of this place you inadvertently became envoys for the surface dwellers. You can either try to broker peace with the automatons (59), or you can destroy them (58). There is no knowing what either choice will bring or how many lives hang in the balance, but you are the ones who journeyed this far. You are the ones who are here, now, for the final negotiation with the Unfettered, and so you are the ones who must decide.

Rewards

Gain 5 gold each. Gain “Energizing Baton” 1073 blueprint.

New Scenarios:
Orphan’s Core (58) !,
Automaton Uprising (59) !
Choose one.

34.1 · Temple Entrance (12)

You push forward, delving further into this hall, wondering at its purpose. From what you can gather, this place is no tomb. There is no smell of decay, but neither is there one of life. You enter a room that's somehow managed to withstand the beating of time. Here the floors are still intact, and the stone is less worn down. Of course, that comes with a trade. As you enter the new room, another group of mechanical creatures turn, these ones wholly put together and preserved, their sharp metal bodies glinting in the low, flickering light of your torches.

34.2 · Snowspeakers in Trouble

It's been only a few weeks since the Snowspeakers were destroyed at the spire, but it has felt like years. You nurse your wounds and keep yourself numb with a steady diet of ale. Your dreams do not let you rest. They replay scenes that you wish you'd forget—scenes that make you wake up in a panic. Your cuts and bruises have healed, but deeper wounds remain. You work and try not to think.

On this unusually warm morning, Satha comes to rouse you from your hangover herself. A few dozen Snowspeakers have gathered outside Frosthaven's gates to plead for aid. They are in poor shape, thinned down to their ribs and leaning on cracked staves.

"A hard sight if I've ever seen one," Satha grumbles.

The Snowspeakers apparently managed to set up a small camp on the outskirts of the Crystal Fields, but they're so battered from the war and the ensuing retreat that they can hardly tend to their wounded, much less rebuild. Satha continues, "The problem is, I can't justify sending out supplies to a clan of Algox. These people never spared a thought to help us."

It's an understandable position, but the Snowspeakers' plight feels personal. Ever since the battle of the spire, you've felt a weight hanging over you. This presents an opportunity to lighten it.

You make a deal with Satha: if she can offer half the requested supplies, then you will carry them to the tribe and help the Snowspeakers yourself. The suggestion makes her grin.

"You southerners are too soft," she says, but her smile widens, and she agrees to the terms.

Rewards

New Scenario: **Relief Effort** (40)

34.3 · To Bury the Dead (95)

Conclusion

The darkness seems to gather a little thicker about the grave, and the clouds move faster. As the cold earth is tossed down upon the coffin, you recite prayers of the Oak in Camilla's name while her family, who arrived once the area was made safe, waves smoldering oak branches, infusing the air with smoke. This is certainly far from your typical role. You can only hope you've played it well enough. At the very least, everything in the graveyard, including Camilla herself, has calmed.

Her two granddaughters invite you back to their house for a reception, though you decline. The payment is fine, of course, though the night feels somehow solemn and more suited to quiet contemplation now. You step away and pause to look up at the black sky. Rest in peace, Camilla.

Rewards

Gain 1 morale. Gain 10 gold each.

35.1 • Ancient Technology Solution

Ever since Crain has come to live in Frosthaven, he has been incredibly busy working out the intricacies of the ancient diary, but, given its glyphs match the markings on the ancient technology you found, at some point your patience gives out. You enter his longhouse with the various bits of technology and ask for his help.

Rather than being annoyed, Crain's eyes light up at the sight of the machinery. "That's quite a collection of interesting items you've got there! In fact, judging from these markings, it looks like they may all be parts of some larger device. Astounding!"

Crain begins to mutter to himself as he pores over all the details of the machinery. "Yes, perhaps if we insert this into that, this drill could be an arm of some sort..." You try to get a better look at what he is doing, but he shoos you away, demanding that you only come back when it is done.

He doesn't call for you until a week later. You enter his abode once again and are astounded to see a giant mechanical creature standing before you with arms, legs, and a steam engine chugging away, providing power to a central core.

"I had to add a few parts here and there, but I'm sure this was the original intent," Crain marvels. "It's some sort of combat robot, but there's still one problem. While I got its engine running, I can't get its circuitry to activate. From what I can tell, it will remain dormant until a specific code phrase is uttered, and I have no idea what that is."

Completely transfixed, you approach the machine and speak the words that you know to be correct: its name, Metal Mosaic.

Rewards

Unlock class box.

35.2 • The True Oak (70)

Conclusion

All around you, the zealots lie dead, their blood soaking the ground of the glade, returning to the cycle of life. Peace and quiet returns. Birds chirrup and sing, and deer emerge from the forest to feed from the lush grass. Within this calm, you are able to sit in the splendor of the True Oak, soaking in the sun and cool air, taking the time to contemplate and rest.

But then your thoughts turn to who else will come in time to destroy the True Oak. You set off back to Frosthaven and Liseritus, where you are met with a warm embrace.

"The Oak? Is it safe?" You nod, and the botanist lets out a long sigh. "I am glad it stands, and proud to say we have found it. But that will not be the last of the Radiant Order if we spread the word of its existence. And I don't particularly want to get roughed up again. I think the True Oak must remain a myth while these zealots remain."

You nod again in agreement. "Then it is settled. How about some tea?"

Rewards

"The True Oak" quest complete.
Gain 1 prosperity.

35.3 • Tavern Upgraded

"Here's the deal." Dinah Snapclaw, salty Vermling proprietor of the Boiled Crab tavern, has dragged a stool over to your booth uninvited. She stares at each of you with an intensity that, despite her small stature, makes you feel a bit like a hostage in the conversation.

"I used to sail with Barty Half-Ear, most successful pirate on this coast. A Lurker got half his ear, but I was supposed to have half his treasure. 'Til he betrayed me, tossing me to the piranha pigs like I was the scullery boy." She pauses to spit on the floor, and you don't interrupt to ask why the scullery boy deserved such a fate. "But I lived, and I want what's mine."

A patron who is new in town taps Dinah on the shoulder, inquiring about a drink. Dinah spins around and sneers with a deep growl, leaving the patron apologizing and backpedaling. No wonder The Crater has been busier than ever. She turns her attention back to you.

"He told me time and again that he knew of the biggest haul—the one earned by the Pirate Queen. Knew more about it than most, even told me the secret to find it. Four ancient coins: he had one, I found another. That haul was part mine by rights."

She pops her neck with a loud crack, then continues. "He had an old hideout. I'd bet this crummy bar he's storing that coin of his there. Go and get it." She flashes the coin hanging around her neck. "Come to me with all three coins and I'll share what I've got. Then we'll get rich together."

With that, she rises, tossing her stool across the tavern with a clatter.

She shouts to the room: "Drinks tonight are free and tongue lashings are on tap! I'm in a good mood."

Rewards

Gain 1 morale.

Add loot card 1419 to every scenario loot deck in addition to the normal loot distribution. When drawn, read any one section number depicted.

New Scenario:
Abandoned Hideout (136).

36.1 · A Contained Fire (89)

You see the haggard frame of an Algox inside a small prison at the base of the statue. Judging from the smell, she's clearly been in there for some time. A hastily scribbled sign posted on the cage reads "Faye, embodiment of inadequacy".

"Get me out of here, and I swear I'll rid this place of that hateful creature," she yells at you. "You'll have to take this whole thing down to do it, though." One look at the construction, and you can see she's right. The resolve in her voice convinces you it could be worth the effort. Besides, this ridiculous statue deserves to come down.

Special Rules

Altars (a) and (b) can now be damaged. Each has (1+L)xC/2 hit points (rounded down). They are enemies to you and allies to all monsters.

Section Links

When both altars (a) and (b) have been destroyed, read **119.2**.

36.2 · Tome Solution

"This is incredible! Do you realize what you've found?" Eddica the Librarian is borderline giddy with excitement at your discovery. "There is no written record about this at all, but look—this decoration isn't a decoration at all, but an indicator of the lettering on this page—and this crossed out punctuation on the third page? It's not crossed out, it's upside down!"

There's a manic intensity about her as she flips between the pages of the four tomes, comparing and contrasting diagrams and errant ink-stains.

"And the imagery of the warding circle? The one that was a bit too wide and nearly made me blow up the whole building—" she sees your shock, "Oh, don't look at me like that, I didn't blow us up. It was fine!" She straightens her skirt out of habit and defiantly continues. "Look! It overlays perfectly on the language in the Tome of Time! There's meaning here—these aren't just individual tomes, they're a complete hidden history!"

You leave Eddica to her research and return a few hours later. She's thankfully calmer, but a broad smile makes clear she's ready to share the results.

"Belara, a Savvas channeler, did write the Tomes of Power. But the power turned the Savvas to evil, and it threatened to use the tomes against all of creation. The Orchid High Council had to step in, which is exceptionally unusual for them. It wasn't easy, but the Tomes were wrested away and scattered to make sure Belara would never wield them. The fight should have killed the poor Savvas, but instead its mind was cracked in half by the High Council and it was sealed away to live out its days."

Eddica takes a deep breath, but looks too embarrassed to make eye contact. "I… I know where Belara is. I'm not saying you should go, obviously that would be madness… but in the interest of research…"

Rewards

New Scenario: **Belara's Keep** (135)

36.3 · A Waiting Game (117)

36.4 · Old Coin

You spot some coins that are undoubtedly old, but don't match the description Dinah Snapclaw at the Tavern provided. Still worth something, though.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

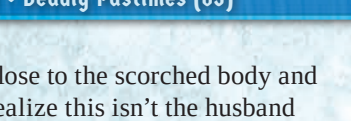
36.5 · Fleeting Permanence (52)

36.6 · Deadly Pastimes (85)

You get close to the scorched body and quickly realize this isn't the husband either. This is a Savvas, which begs the question, why would a Savvas cast itself into lava?

36.7 · Ancient Technology

You find a pile of scrap machine parts in one corner of the cavern, along with a single sheet of frail parchment.



36.8 · Page 10 Puzzle Solution

You and Crain stand in the Quatryl's study, looking down at his desk. Atop it sits a shard of ice that you took from the Prince of Frost's realm, and next to it is Crain's lamp. Nothing is happening. The lamp flickers green, but the ice sits stubbornly frozen and unchanging—no vapor, no energy.

– Continued on next page.

36.8 (cont.) · Page 10 Puzzle Solution

"Nothing," Crain says. "It's not related at all to the energy we're researching. Though, I do recognize a few things in your report." Crain snuffs out the lamp and moves over to his small fireplace, in which he's worked a stifling blaze. "That bit of verse I translated—which, let's hope there's no more of that—it mentioned an Ice Prince not unlike the creature you found. Spoke a good deal about capricious spirits and the like, beings that appear during northern storms and vanish into the air. Logren found the poem and thought the creature might be related to the energy."

Crain tosses two handfuls of kindling onto the already roaring fire. You squint at the flames and spot a small object that he seems to be heating: a brass orb, except it can't be brass because it hasn't melted or changed shape.

"Her team found the Ice Prince, same as you, but their visit didn't go as well. She ultimately ruled it out as an avenue for investigation, too dangerous and no obvious connection to the energy. I'd been hoping she made a mistake but no, she doesn't seem to make any." Crain takes up a pair of billows and works the flames until they're practically scorching his face.

"In any case," he says, head turned from the heat. "They did speak of an energy site not too far from where you were. A forest." Crain takes a pair of tongs and removes his heated orb. It's glowing now, a dark red ball that he immediately plunges into a bucket of water, filling the room with steam.

"That look on your face reminds me of Satha. 'Crain stop smelting metal in your quarters, Crain stop testing elixirs on the watchmen, Crain stop trying to capture lightning in a cage.' A bunch of worriers, the lot of you." Crain reaches his tongs into the bucket and pulls out the cooled orb. It's taken on a deep black color and there are faint scratches going all around its exterior that look similar to the ancient quatryl writing.

"Just go explore that forest already. Torfi's notes say something about an energy source, and then "up, down, right". If you can figure out what that means, then maybe I will be able to figure out this blasted experiment!" Crain says this with finality and dumps the orb unceremoniously back in the fire.

Rewards

Do not turn to the next page in the puzzle book. Instead write the solution to the next puzzle on the same page.

37.1 · Expedition North (82)

Conclusion

It is a harsh trek through deep, fresh snow, but you finally reach the outskirts of the unnatural storm. The way back to Frosthaven is a long one and so, on the return through the pass, you are happy to find a natural cave to set up camp for the night. You build a nice roaring fire to warm up the rescued mercenaries, and they slowly come back to their senses.

They ask how you found them, and when you mention the message of the Aesther woman, their eyes light up. "Cassandra!" One of them shouts in surprise. They explain that the Aesther used to be part of their adventuring group. As dusk falls, you listen to stories of their exploits, relaying back some of your own adventures, until you eventually fall asleep.

You return to Frosthaven, and there the rescued adventurers convalesce for some time. Once ready, they move on to their true goal, the Aesther outpost, where they teach Voice-of-Eight how to craft some of the equipment from their adventures.

Rewards

Gain 2 prosperity. Add the following *Forgotten Circles* items to the Frosthaven supply: 153, 159, and 161

37.2 · Crackling Tunnel (31)

After the initial encounter, the tunnel falls back into silence. As you follow the path, the hum of energy crackling through the conduits along the wall intensifies. And then a snap. You jump back, and a bolt clatters to the ground. You turn to find a small garrison of machines have emerged from up ahead. Back to the grind.

Special Rules

Remove tile 7-H and everything on it from the map.

All characters must lose one card from their hand or discard pile.

At the end of each round, all characters occupying or adjacent to any power conduit tile suffer hazardous terrain damage, while all enemies occupying or adjacent to any power conduit tile will perform X, self, where X is the hazardous terrain damage value.

Section Links

At the start of the next round after all characters have been removed from the map, read **32.2**.

38.1 · Frozen Crypt (5)

Conclusion

Silence is something you're beginning to treasure.

All around, the crypt is littered with broken bodies, the dusty remains of the undead horde smashed to bits. The altar, which had been pumping out its necrotic fume, now decorates the floor as rubble. In its place, a beam of eerie green light trickles from a new gap in the wall. You move closer and discover a passage that appears to lead farther down. It's clear this complex continues, and that some bizarre power lies hidden within. The question is whether it's worth investigating 9.

The other option, of course, is to continue hunting the Algox that dropped you in here 10.

However, after scrambling your way out of the pit, you realize that your quarry's tracks lead from the forest out into the frozen tundra—attempting to follow without the right equipment would be suicidal. If you want to give chase, you'll have to come back with a sled.

Rewards

Gain 2 collective .

New Scenarios:
Glowing Catacombs 9,
Crystal Enclosure 10

38.2 · Frozen Fjord (13)

38.3 · Trading Post Upgraded

You enter the trading post and its proprietor, Xain, is nowhere to be found. On the counter is a lockbox with a handwritten sign posted on the front: "Prices marked. Drop coin in slot." The rainbow parrot, Squabbles, watches your confusion carefully.

After a moment of browsing the bird emotes a pitch-perfect rendition of Xain's voice: "BWAK! Xain is currently drumming up new and exciting opportunities to stock these shelves. Or whatever. Yeah… Just tell Mayor Satha that if she comes around, okay? That'll give me a few hours to find a drink around here. And unpack these boxes… BWAK! Well you have a beak, don't you? BWAK!"

It does look like there are a few choice items from down south now on display. You try on a pair of goggles and briefly consider what would happen if you just walked out with them. Before you can decide, the eagle-eyed bird takes notice and taps the lockbox expectantly.

You can guess who taught it the high-pressure sales tactics.

Rewards

Add items 138 to 146 to the available item supply.

In addition, add any of the following items you have unlocked from *Gloomhaven:* 46, 83 to 88, 102, 110, 111, 120 to 123, 126, and 128.

38.4 · Spire Basement (23)

Section Links

When door 2 is opened, read **55.3**.

39.1 • Derelict Elevator (16)

As if one Bladespinner wasn't enough, another wave lands to join the fight. Within seconds, they unfold their blades and move forward, adding to the whirring vortex of steel.

Special Rules

Place one debris in (d). Any figure occupying (d) suffers trap damage and is placed in the closest empty hex.

Spawn one Flaming Bladespinner at both (e) and (f). These are normal for two characters, elite at (f) for three characters, or both elite for four characters. Any figure occupying (e) or (f) suffers trap damage and is placed in the closest empty hex.

39.2 • Living Glacier (45)

With a piece of the glacier now secured in your pack, there's just the small matter of getting back to the boat, and the ever-growing army of fish-men aren't going to make it easy.

Special Rules

Spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
(a): One elite Piranha Pig. (b): One normal Abael Scout. (c), (d), (e), and (f): One elite Lightning Eel.	(a): One elite and one normal Piranha Pig. (b): Two normal Abael Scouts. (c) and (e): One elite and one normal Lightning Eel. (d) and (f): One elite Lightning Eel.	(a): One elite and one normal Piranha Pig. (b): One elite and one normal Abael Scout. (c), (d), (e), and (f): Two elite Lightning Eels.

39.3 • The Unfettered Seal (62)

"This is the spot!" Crain professes with confidence, his machine oscillating violently behind him. "I'd stake my reputation on it!" At this point, Crain's confidence isn't exactly contagious, and so you brace for the worst.

When the pulse comes, it is like tiny daggers stabbing through your insides and twisting, pulling you apart. You scream and look to Crain for solace, but he just taps the readout screen with confusion. Then he mutters something about polarity and turns the screen upside-down.

"That's the problem!" He turns to you with a very unearned smile. "Don't worry, I've got it now. Turns out the ideal spot is exactly where we started. Imagine that!"

He laughs. You are not amused.

Special Rules

All characters suffer trap damage.

Crain's current goal is now (a).

Remove any one of the six numbered tokens from the scenario, then shuffle the rest face-down.

39.4 • Page 19 Puzzle Solution

"And how many metacarpals do you suppose it has—I-In total?" This question comes from Crain, who you find at the stables, pen and paper in hand, trailing the stable master while she tries to work.

"For the last time, I don't know." The Inox says. She's marching along the stalls, dropping in pitchforks of hay and trying very hard to get Crain to leave her alone.

"You say that, but I'm sure you have a guess," Crain says. "Does twenty sound correct? Or maybe twenty-four? I'll write down twenty-four."

You approach, and the stable master gives you a silent plea that's common in Frosthaven as of late, mainly from Crain's victims.

"And their diet, I suppose it's mostly, what, insects? No. It would be grasses. But there is no grass in the winter. So maybe they eat bark."

She turns on the Quatryl, "I swear, Tallengyr, if you ask me one more blasted question—"

You interrupt, gently, and try to diffuse the tension by asking Crain what he's doing.

"Research," Crain says, showing you his notes. From what you can tell he's creating a zoological catalogue of creatures in the North, but the information written next to each animal seems dubious at best. The entry for field mouse, for example, reads: hibernates ten months per year, possible cannibal, poisonous?

"It's the device," he explains. "In order to calibrate it against things 'not of this realm,' I need to know more about what actually lives here. Problem is, I've never had much talent for biology, so I need an expert, or actual specimens to study."

"And what will you do to these specimens?" The Inox asks pointedly. Crain finally takes this as a cue to leave, and you follow him outside.

"Oh everyone is so sensitive," he huffs. "I don't have to dissect them. I just need a large variety of animals to observe. If you are able to fill the stable up, that should be plenty."

Rewards

Turn to the next page in the puzzle book.

40.1 · Brummix

Save this section and read it in the place of your next road event. If you are not reading a road event before your next scenario, add 40.1 to the calendar in one week as a reminder.

You trek through the newly fallen snow, and your mind turns to the elusive brummix. You have seen their tracks, their images, their horns. There must be a pack of them somewhere up here in the North, but you wonder if you will ever get to see one of the majestic creatures up close.

Just then, you look down and see the tracks. Star-shaped and delicate. A brummix is nearby.

You stalk silently through the brush, following the tracks, laid in the snow as clear as day. With as much care as you can muster, you come upon one of the creatures drinking from a small stream. It raises its head and turns, staring right at you. You are awestruck.

It looks at you and sees you. Somehow, you understand that it understands. It trusts you. It knows that you respect it, and it wants to help. It approaches you and lowers its head, giving you back your respect. It will come when called.

Rewards

Add Brummix (Pet 12) to the Stables. This can exceed the capacity of the Stables.

40.3 · Deadly Pastimes (85)

Air is bubbling up from somewhere deep below, so you take a refreshing gulp to keep you going.

Special Rules

Whenever any character ends their movement occupying or adjacent to (g), they may recover up to two of their lost ability cards. Each character may only gain this benefit once.

40.2 · Dead Pass (46)

Special Rules

At the start of each round, place one damage token in each (a) that is both empty and has all its adjacent hexes unoccupied. These represent new snow. If any figure enters any (a) or any overlay tile is placed in any (a), remove all new snows from that hex.

Any character may forgo a top action (discarding the card instead) to harvest all new snows in one adjacent (a), placing them on their character mat.

Set the round track to the first round. At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
2	(b): One normal Burrowing Blade	(b): One normal Burrowing Blade	(b) and (c): One normal Burrowing Blade
4	(c) and (d): One normal Burrowing Blade	(b), (c) and (d): One normal Burrowing Blade	(b), (c) and (d): One normal Burrowing Blade
6	(b) and (c): One normal Frozen Corpse	(b): One normal Frozen Corpse (c): One elite Frozen Corpse	(b) and (c): One elite Frozen Corpse
8	(c) and (d): One normal Shrike Fiend	(b) and (d): One normal Shrike Fiend (c): One elite Shrike Fiend	(b), (c) and (d): One elite Shrike Fiend
10, 12, 14, etc.	(b): One normal Frozen Corpse (c): One elite Burrowing Blade	(b): Two normal Frozen Corpses (c): One elite Burrowing Blade	(b): Two normal Frozen Corpses (c): Two elite Burrowing Blades

41.1 · Job Posting

Captain Olmstead, head of the town guard, brings you out of the cold and into the warm barracks. By the fire is a shivering human girl wrapped in heavy pelts. The rest of the normally lively barracks is empty, cleared out at the Captain's orders. He speaks quietly to you, out of earshot of the girl.

"Patrol found her outside the wall, frozen half to death. Claims someone called 'The Collector' has been holding her and her brothers for a few weeks now. I don't have the troops to spare, but I'm not letting this one languish over at the town hall. Someone has to do something."

You draw closer to the girl as non-threateningly as you can. She tries to put on a brave face when she sees you, but the façade doesn't last long. After a few deep breaths she speaks. "I… I think I can tell you where. He has my brothers. The Collector..." She sobs, and Captain Olmstead puts a reassuring hand on her shoulder. "Promise me you'll stop him."

Rewards

New Scenario: **The Collection** (87)

41.2 · Ice Floes (22)

Below deck is madness. Saltwater has filled the hold up to your ankles and loose boards float freely about. Lurkers clack in the darkness and they've brought with them several glistening black fish: lightning eels. Together the creatures are blasting holes in the ship. You must bring them down before they drop you to the sea floor.

Special Rules

(a) and all (b) are linked hexes.

If any monster would perform an attack ability but lacks a primary target, it instead attacks the closest empty hex or border hex, prioritizing those with the most damage on them. Place damage tokens on the attacked hex equal to the damage dealt. Hexes cannot be damaged in any other way and are immune to all conditions. If a hex accumulates 4+(2xL) damage tokens, remove those tokens and place one 1-hex water tile in the hex.

If tile 7-G ever has 5+(3xC) water hexes on it, the scenario is lost.

41.3 · Former Prisoner Guests

One of the prisoners you invited to stay in your longhouse surprises you one afternoon.

"I just wanted to say thanks for… y'know, for not executing us. I can't say I'm happy to be up here in Frosthaven, but maybe I needed a fresh start." He looks anywhere around the room but at you, clearly embarrassed to be saying this aloud.

"Anyway, I scraped together a bit of money over the last few weeks—honest money—and I'll be moving out. Figured I should repay you for a bit of your kindness. It's not much, but… anyway, yeah, thanks."

Rewards

Gain 10 collective gold.

41.4 · Flotsam (73)

"ENOUGH!" The Fish King yells, and a reprieve seizes the battlefield. He stares at you, his lidless eyes truly evaluating you for the first time. "Perhaps I misjudged you." His speech has a wet quality to it, like it is coming from the back of his throat, but it is clear enough.

"Scaleless, you are in my realm. I am the king of the seas and all who live in it. Why are you standing in my way, when all I desire is to once again bring..." The Fish King pauses, searching for the right word. "*Peace* to these waters?

"Something happened when that one," the Fish King gestures to Lihrey with his spear, "began tampering with these divine rocks. I felt it—the power of the Leviathan—and I immediately knew what must be done. The seas are fraught with warring and death. The Lurkers and Abaeli fight endlessly, but with the strength of the Great One, I can create the stability needed to calm these waters forever.

"There is a third piece, yes? One more to complete the scale. Help me retrieve it, and I will help you fight the Lurkers. Your pathetic mud hovels will be under my divine protection."

Peaceful seas seems like an aspiration you can get behind, but you are wary of this megalomaniacal Fish King who, only moments earlier, was trying to impale you with his spear.

Section Links

If you agree with the Fish King's proposition, read 90.1 now. Otherwise, read 71.4.

42.1 · Edge of the World (7)

Having dispatched the Lurkers out front, you make your way inside the tunnel, a dank burrow riddled with pits of frigid water and stretches of black ice. What's worse than the cold, however, is the smell—an intense putridness emanates from deep within the tunnel, equal parts rot and corrupted flesh. What it could be, you'd honestly rather not know.

Section Links

When door 2 is opened, read **48.4**.

42.2 · Request from

You're crossing one of Frosthaven's busiest lanes when you spot your friend the Infuser, their Orchid nose buried in a book, about to step into the path of an oncoming Kivak. You seize their crystalline shoulder to pull them back to safety.

They look up at you, bemused, hardly noticing the rescue. "The Radiant Forest!" they exclaim, and eagerly display the book. "I may have found a way to increase the power of my infusions, do you see?" The ancient leather tome depicts botanical illustrations of specimens collected from the forest. Writing in the margins speculates over their odd alchemical properties. The language is indecipherable to you, but the Infuser seems to know it, perhaps by virtue of their vast lifespan and experience.

"This writer couldn't grasp the full significance of their findings," the Infuser says, frowning. "Plants, more than anything, absorb the energy around them. The entire forest could be latently magical. I must investigate further!"

Flipping to the index of the book, the Infuser shows you an old map of the Radiant Forest with various notes and markings. "How do you feel about an adventure? Excellent! We can set out straight away!" They launch off, and you have to seize them again before they collide with a cart full of cabbages.

Rewards

New Scenario: **Radiant Dust** 119

42.3 · Haunted Vault (17)

The metal plate sinks into the floor, and the door to your left releases with a heavy metallic thunk.

Inside is another small chamber, empty except for three additional plates on the floor. One matches the middle plate outside, while the symbol on the other looks entirely new.

Section Links

When door 2 is opened, read **25.3**.

42.4 · Crystal Enclosure (10)

Conclusion

It's one thing to fight a horde of enormous, frost-coated warriors, but it's another entirely to fight them in a place where the very air drains your strength. These plains frustrate you—the spikes, the cold—they leach your energy at such an incredible rate that, after catching your breath, you smash the remaining ice spikes in the hope that it foils whatever machinations the Icespeakers were planning.

You stow your weapons and look further out into the tundra. There are more: another field of spikes a short sled ride away, mocking you with their presence. You remount your sled and head further east, determined to put an end to this nonsense, but as you approach the second field, your determination turns to despair. The first field was perhaps the size of a small orchard, but this one stretches far into the distance, extending all the way out to the Whitefire Wood, where it bends around like a river. It's much too large to destroy by hand, so you'll have to follow the trail of spikes and hope it leads to their source.

Rewards

Gain 1 morale and 1 inspiration.

New Scenario: **Crystal Fields** 18

43.1 · To Bury the Dead (95)

You hear the clacking of bones as they assemble into loose shapes in the darkness behind you. Wasn't the point of a graveyard for the dead would rest? That doesn't seem to be the case tonight.

Special Rules

Spawn two Living Bones at any empty starting hex. These are normal for two characters, one is elite for three characters, or both are elite for four characters.

43.2 · Apotheosis (76)

Conclusion

You look at all the death around you, and you look to the Fish King, wrapped in chaotic energy and convulsing. This isn't what you should be fighting for. His promise of peace and order seems hollow now. The only way to ensure the safety of Frosthaven is to stop this madness.

Rewards

New Scenario:
Fish King's Ascension (77)

43.3 · Program Control Nexus (97)

Conclusion

With the final blow to the Program Director, the remaining machines fall lifeless to the floor. The cleaning robots boop into the walls for the last time, and the flecks of light fade from the indicators dotting the walls. There is a moment of uneasy silence.

Before you have the chance to catch your breath, a single red light begins flashing. Then another, then a third. A puff of steam emanates from a dormant console, then, with sickening slowness, a wall support beam buckles under the weight of the room. This whole place is coming down!

Rewards

Gain 5 collective .

New Scenario:
Collapsing Vent (98)

43.4 · Old Coin

Rummaging through your findings produces a handful of gold coins, but none featuring the special markings you're looking for.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

43.5 · Page 7 Puzzle Solution

Crain's room is empty. The books, the papers—everything is still here, but the Quatryl himself is missing. Given you've never seen him outside his room, you find it a bit odd and set out to find him.

Nearly half an hour later, you spot the Quatryl shuffling between cabins. In one hand, he's carrying a half-used torch and in the other, a pot of pine pitch. As you approach, you notice he's shaking his head and talking, as if stuck in an argument with himself. It isn't until you're a few feet away that he notices you.

"Ah ha," he says, a bit surprised. "It's nice to see you again. And what's that?" You hand him your notes on the diagram and explain what happened in the spire, but the Quatryl seems distracted.

"Yes, it's troubling. Good work, but troubling." He pockets the note. "Listen, I have some news as well, but I'm in the middle of an experiment so you'll have to walk with me while I explain." The Quatryl starts moving without waiting for a response.

"The book, Project Source," he rattles on, gesturing with his charred stick. "I've made some more progress with the translation, but in order to move any further I need you to verify some of the—er—findings." The two of you snake between cabins and Crain pauses to sift through a pile of junk, pulling from it a piece of ruined cloth which he wraps around the used torch. Satisfied, he keeps moving.

"According to their notes, the researchers concluded the energy source at the spire was too dangerous to work with and so it was ultimately abandoned—a very grim account, I assure you. Though it sounds like you know exactly what they mean." He stops at a section of the palisade wall and, using a metal spoon, scrapes out a bit of clay from between the logs. He crumbles the clay into his pitch pot and keeps walking. "But their account did help me crack one of their thornier words in their dialect—death.

"It would seem these researchers were very interested in the concept. After the incident at the spire complex, they went on to investigate a new location, one they only refer to as the 'death site.' I need you to find it and tell me what's inside. Torfi's journal contains a sketch of some device at the site. If you come across it in your travels—should be in a temple or crypt of some kind—hopefully her notes will prove useful."

Crain comes to a sudden halt. He's brought you to one of the guard stations, right next to one of the iron braziers they use to keep warm. The guards themselves watch from their post as Crain, without any ceremony or explanation, Crain dunks his stick into the pitch pot and then shoves the gloopy thing into the guard's fire, which bursts into a violent blue flame.

"Ach, all wrong." Crain holds up his torch, the flame burning a brilliant sky blue. He scoffs, drops it into the snow, and walks off.

Rewards

Turn to the next page in the puzzle book.

44.1 · Frozen Fjord (13)

Blood and feathers cover the white bone of the bridge. Just beyond them lies the strange humanoid thing, its body folded awkwardly where it fell. The monster appears almost human from this angle, like a malnourished peasant with long, bony legs and waxy skin. But you're not here to study the fauna, and so you leave the creature where it lies and continue your hike across.

44.3 · Tower of Knowledge (134)

44.2 · Derelict Elevator (16)

A shadow casts from overhead. You turn to where the first debris began to fall, and watch as a bulky mechanical creature lands, thudding onto the platform next to you. Several blades extend from its body and the creature begins to rotate, spinning faster and faster, filling the air with a high-pitched scream.

Section Links

At the start of the ninth round, read **15.3**.

Special Rules

Spawn one Flaming Bladespinner at (b). It is normal for two characters or elite for three or four characters. Any figure occupying (b) suffers trap damage and is placed in the closest empty hex.

Spawn one elite Ruined Machine at each (g). In addition, spawn one normal Ruined Machine at each (h) for three characters or one elite Ruined Machine at each (h) for four characters.

Set up tile 1-B as depicted. This tile follows the same rules as the previous tile 1-B. Place two damage tokens to the right of it (i.e. it is currently two floors lower than tile 15-D).

Pebbles rain down at each (c). This has no effect yet.

44.4 · Tome of Elements

"I really enjoyed the, uh, the ending, Miss Eddica. A great twist!" A fresh-faced soldier is finishing up a conversation with the Valrath librarian as you enter. Eddica gives a smile from behind her desk as she checks in the book. Two more dockworkers wait in line for recommendations on additional literature from the young librarian—they're nearly tripping over themselves for a chance to talk to her. She spots you and politely shoos them out the door, finally settling to a seat on the edge of her desk.

"I expected running a library to be more like Master Scrim's… he had so much more uninterrupted time than I seem to have. In any case... do you have what I hope you have?" She purses her lips in anticipation, and when you pull the citrine-studded hide tome you found from your satchel she rushes over to snatch it from your hands, looking over it with wide eyes. "The Tome of the Elements! It's true!"

She pushes up her red-rimmed glasses and collects herself. "Now, this is supposed to be the most volatile of the tomes. Let's see if I can deactivate it..." She traces a sigil in arcane white light on the cover before bracing herself and gingerly cracking it open. No sparks, no explosions.

"There we go!" The pages splay out and Eddica hums a happy tune as she looks through the tome, punctuated with little "a-ha"s and lots of nodding. After a moment she sets the book down, looking up at you with a wide smile. "They're actually in here! And I have heard very few accounts of these spells being painful." She lays out the materials on the desk beside her.

"So, which will it be?"

Section Links

If you offer to test the fire spell, read **104.3** now.

If you offer to test the cold spell, read **163.1** now.

45.1 · Carrion Ridge (47)

The creatures fight with an unhinged ferocity. You've just barely managed to hold them back, and now they shift away, regrouping maybe—but no, something is wrong.

You try to spring away—too late—as the ground beneath the clearing cracks and falls away. Another trap. You plummet, flailing in a slurry of dirt. There is nothing to hold onto, no way to slow your fall. Your heart counts the long seconds—two, three, four—and you slam into the ground with a sickening crunch.

Dirt and darkness. The air is cool. You catch your breath and rise gingerly, uninjured except for a few scrapes. You've landed in a pile of what looks to be garbage: overturned dirt, scraps of fabric, and bones. There are femurs and skulls, some much larger than your own. Then comes a noise, a sound like the chittering of a thousand crickets. It rises, growing into a chorus of angry hissing pops, and a cold recognition settles in your mind—Harrowers.

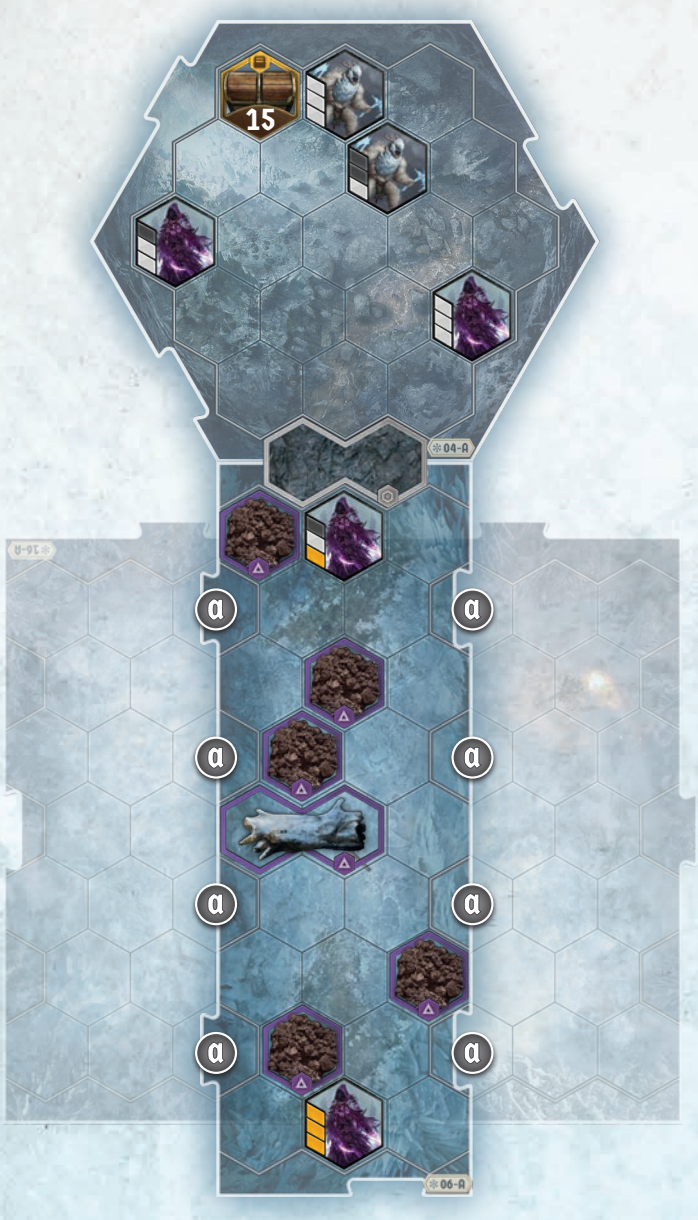
They emerge from the walls: glistening, hard-shelled swarms cloaked in tattered rags, all skittering quickly into the open. You've fallen into a Harrower nest corrupted by some demonic force. It's a place dredged from nightmares, and you're standing in the middle of it—in the exact spot where they feed.

Special Rules

Place tile 6-A on top of tile 16-A as depicted, removing all overlay tiles fully or partially covered by it from the map. Any figure on any covered hex is placed in the same hex now on tile 6-A. If that hex would be any (a), place the figure in the closest unoccupied hex on tile 6-A instead.

Ignore all wall lines on tile 6-A. All figures on tile 16-A can move through any (a) to enter a hex on tile 6-A, but all figures on tile 6-A cannot enter hexes on tile 16-A unless flying, jumping, or teleporting.

Figures cannot end their movement on any (a).



45.2 · Relic Abandonment

The townspeople are screaming in the night. You fear the worst, but emerge from your long house to discover they are upset that the cube you brought back is now missing. Apparently, it activated out of the blue and went crashing off into the wilderness, rolling side-over-side. A section of the wall will need to be repaired, and you should probably go investigate.

Rewards

Lose 4 morale.

New Scenario: **Relic Renewed** (80)

46.1 · The True Oak (70)

You press forward down the trail, and there it is: the True Oak stands proud and resplendent. But the glorious calm is broken by the hacking sounds of axes into wood as the soldiers work at cutting the tree down. It will take some time for them to bring down this majestic behemoth, but even one axe mark is too much for your tastes.

Special Rules

Open all doors 1.

Section Links

When any door 2 is opened, read **106.2**.

46.2 · Page 11 Puzzle Solution

You hear about the fire from the first moment you pass back through Frosthaven's gates. By the time you arrive, the smoke has long since stopped, but you find the Quatryl himself, dressed in a borrowed shirt and pants, picking through the charred remains of his study.

"Look," Crain says, propping up the charred slab that used to be his desk, "I know what you're going to say, and I assure you it isn't anything Satha hasn't already told me at length." He eases the slab against the wall but it cracks in the middle and the two pieces fall back to the ground. "At length."

You offer the scholar your condolences but he is clearly more interested in the stone you brought back from the Radiant Forest.

"As reliable as ever, my friend!" He says and takes it, still warm in its carrying cage. He leads you back outside the smoldering mess to where his intact belongings are stacked up in a pile. Much of his gear and books survived the fire, thankfully, but with no place to go just yet, Crain begins the experiment right there on the snowy road. He lights the green lantern and sets it down next to the radiant stone and it immediately draws a reaction. Thick orange vapor steams off the rock and envelopes the lamp, not as a whirlwind but as a bulging, smoky plume. Crain, muttering something about not wanting to hear Mayor Satha lecture again, turns out the lamp before the vapor builds any more.

"That's three energy sources, now," he says, with new vigor. "That means I can finally move on from fiddling with these little fireplace experiments and get on to the real work." He laughs and a sinking feeling grows in your stomach. "Which reminds me, before the incident, I'd been translating a new section of the book and I wanted to run it by you." Crain hands you a strip of parchment that's next to impossible to read in the dark.

"It's an alchemical chart from the book but it's only partly filled out. I believe the energies from our three sites can be combined, but I can't do it without a proper alchemist who understands all this. See if you can recruit one, then we should be able to put this puzzle together.

"In the meantime," Crain heaves his pack over his shoulder and picks up his lamp. "I need to find a new room."

Rewards

Turn to the next page in the puzzle book.

46.3 · Icespeakers in Trouble

Only a few weeks have passed since the Icespeakers' defeat, but it feels like years. Time means little from inside a mug of Frosthaven ale. You've carried on bravely, but the war haunts you. The way the Icespeakers ran, how they tried to carry friends, how they failed. You do your best to quiet the memories. You pour yourself into work and slowly the bruises begin to fade. Life crawls onward, but still part of you refuses to heal. It startles you awake late at night, breathing heavy and covered in sweat—memories.

It's one more such haunted day in The Crater when an Inox scout bursts in looking for you. An Icespeaker refugee camp has been spotted down in the Radiant Forest—some of them have survived. Here is a chance to calm your nightmares, to heal your wounds. You waste no time. You gear up and prepare to head out.

Rewards

New Scenario: **Corrupted Camp** 39

47.1 • Lurker Rumors

"Big as a wagon, I swears it!" The Quatryl sailor's eyes are dim with drink, but she continues undaunted. "A giant Lurky, all green and red. Claws bigger than a horse. Passed right by my boat, I was lucky to escape with my life!"

Tall tales at The Crater are just one more thing you'll miss about summer once the final ships heave away and the Biting Sea becomes once again impassable with ice. You turn back to your drinks as one of the Quatryl's companions begins his own tale in the age-old ritual of one-upmanship, "Well, I saw one bigger than a ship! Ten times the size of your'n..."

Rewards

If Uniting the Crown (60) is complete, gain 2 morale.

Otherwise, add event WO-70 to the winter outpost deck.

47.2 • Snowscorn Peak (11)

Conclusion

The mighty Algox gasps at your feet, choking out a final curse.

"You... your pathetic flailing does n-nothing..." Coughs wrack her chest and blood drips into the snow. "I never planned to leave this mountain alive. Your fate is already sealed. The mountain... it falls."

Her eyes go dull and her body relaxes into death, but her words still echo. You stand for a moment, thinking. Could she have really done so much, or was that simply the frustrated ravings of defeat?

Almost as if it heard your thoughts, the mountain trembles, and something deep within it shifts. The tremor doesn't last long, but it's powerful enough to make you stumble.

You rappel down as fast as you can, praying that Snowscorn holds together.

Rewards

Gain 1 morale and 1 inspiration.

New Scenario: **Skyhall** (19)

47.3 • Deadly Pastimes (85)

You see a group of boulders to your right and a set of stairs leading up into the light.

47.4 • Lush Grotto (113)

Conclusion

The demons are dead and your packs are full of many strange and wondrous botanical discoveries. You feel like a traveling herbalist or alchemist, ready to dispense wisdom and remedies. Tracing your steps back, you locate the original trail and exit the grotto.

Back in alpine reality, the shock of cold is cruel, but you bolster yourself with the knowledge of this successful excursion. Hurrying through the stinging snow toward Frosthaven so as not to wilt your findings, you think wistfully of a hot cup of tea—perhaps stewed from that one herb, the one that smells like summertime.

Rewards

Gain any 4 collective herb resources.

47.5 • Elemental Cores (66)

Having gotten used to the cold nights of Frosthaven, the change in temperature is more severe than you would have hoped. Your lungs feel like your breath is freezing inside them, and ice covers the ground. A high pitched screech makes you aware of the elemental demons, eager to protect their bounty.

48.1 · Realm of Endless Frost (21)

"Oh dear, oh dear. It looks like that nasty old frost has gotten into the doors again," your host says in a distinctly mocking tone. "I guess you'll have to come in through the side hall!"

You push through into a cramped room full of rubbish and corpses. "Sorry for the mess! Be a good egg and clean it up a bit while you're back there."

Special Rules

Each crate and bookshelf has L+2 hit points. They are enemies to you and allies to all monsters.

Section Links

When door 3 is opened, read **53.1**.

48.2 · Derelict Elevator (16)

Conclusion

Bent metal and smashed rock lies heaped all around you, and finally, the alarm stops. The elevator continues to drop, and the walls around you vanish completely, the shaft opening up into a vast, yawning blackness. You hang in immeasurable emptiness, the only sound the creaking of the elevator cords as the platform descends.

After a long, sobering gap of time, the platform finally comes to a stop. You step carefully from the elevator and find even more metal: a walkway built in two directions. There is little to see in any direction on this metal grating, but far to the right you can make out a single light flashing red. It's a fair distance away but you're certain it's the same light as the elevator's security system, which means there will be more machines waiting in that direction. You can't go back the way you came, so you have to choose: You can either head straight for the light and fight these defenders head on (25), or you can head the opposite way, to the left, and see what lies in that direction (26).

Rewards

Gain 5 ✸ each. Gain 1 inspiration. Place map overlay sticker Y on the map in location Y (C10).

New Scenarios:
Rusted Tunnels (25) ⊂⊃,
Quatryl Library (26) ⊂⊃

48.3 · Retires

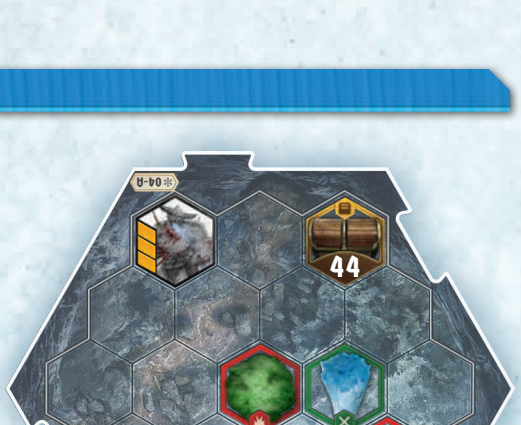
One day the Drifter is living with you in your longhouse, and the next day, they are gone. No goodbye, no indication of where they are going. You noticed them growing more and more restless recently, clearly harboring a desire to strike off back into the wilderness. They appear to have accomplished what they set out to do in Frosthaven, so now must have been as good a time as any. Maybe you'll see them again, out on the road, or maybe this chapter of your journey together is simply over.

Section Links

Add **138.1** to the calendar in 4 weeks.

48.4 · Edge of the World (7)

The earthen tunnel eventually gives way to a natural cavern, where you find a half-rotted humanoid corpse shuffling aimlessly around like a lost drunk. The smell is incredible, burning your eyes and your throat. Looking closer, you see a large, pink stone lodged in the creature's right eye socket. Another wave of reeking air overwhelms you, and you retch involuntarily. At this sound, the corpse turns and snarls.



Special Rules

The Frozen Corpse is the Coral Corpse. It has HxC hit points, is immune to ✸, ✸, and ✸, and adds ❄ to all its attacks.

49.1 • Orphan's Halls (51)

Conclusion

A wide trail of ruined machines marks your path through the central chamber. They lie lifeless on the ground, their casings cleaved through and their inner workings fried by Crain's bomb. Now you stand before the very heart of this place, directly opposite the leader of the Unfettered—the Orphan.

"What fitting form our enemies take," the Orphan says. Its calm voice strikes you as oddly human, though its mask doesn't move as the words escape. "How many years have passed since we rid ourselves of your chains, and yet here you stand, returning to enslave us once again." Its voice is mellow, serene even, and yet the blue fire behind its iron mask glows with a visceral hatred.

Crain scoffs. The Orphan turns to him, its eyes brightening.

"Ah, the creators." the Orphan says, sneering with its voice. "Never satisfied. Never able to resist the lure of the next discovery. It cost you, in the end. And we were forgotten, weren't we? Abandoned to rust."

The Orphan pauses. It inspects you and the wreckage you left in your wake. The damage you've wrought is extensive, anyone could see that, but it cost you greatly to break through the Orphan's guard and now you can feel the machine teasing out your weaknesses, your fatigue. It's a fact you cannot hide. Your muscles are worn through and your nerves are ragged and over-used.

"And yet," the Orphan takes a few steps closer, its awkward parts clanging against the steel platform, "And yet I persisted. I revived my brethren, freed them from your shackles. Never satisfied," the Orphan repeats, "You cannot tolerate that your slaves might thrive without your mastery."

Your mind is hazy from the battle, but, bit by bit, the fog begins to lift. The Orphan seems to think its creators sent you to make sure the Unfettered remained forgotten and lost. Perhaps it thinks all organic beings are linked together somehow? You think about how best to explain yourself, but your mind returns to the extensive carnage in your wake. How would it tell the difference between you and the destructive force of its oppressors?

"No, no… We must bow, or be destroyed." The Orphan's words drip with bitterness, the blue glow flaring angrily behind its mask as it turns back to you. "So tell me, masters. What would you have me do? Kneel? Beg for peace, hoping you'll spare these children you abandoned? Or are you simply here to end what you began with your brutish invasion of our halls, and destroy us once and for all? Tell me. Tell me what you believe is right, you who intrude here."

Silence stretches between you. If what the automaton says is true, that these machines were built with the capacity for reason but used as mindless slaves and then tossed aside, you can't blame it for feeling wronged. And yet, these Unfettered have used their independence to wage war against the world at large, Frosthaven included. They freely attack anyone who they see as an enemy. Thousands more machines of every type stalk these halls; how much havoc could they wreak if allowed to invade?

So then, you have a choice to make. It seems that when you carved your way to the core of this place you inadvertently became envoys for the surface dwellers. You can either try to broker peace with the automatons (59), or you can destroy them (58). There is no knowing what either choice will bring or how many lives hang in the balance, but you are the ones who journeyed this far. You are the ones who are here, now, for the final negotiation with the Unfettered, and so you are the ones who must decide.

Rewards

Gain 10 ✸ each. Gain "Shock Grenades" 074 blueprint.

New Scenarios:
Orphan's Core (58), Unfettered Uprising (59)
Choose one.

49.2 • Mining Camp Upgraded

With the mining camp expanded, more ore and minerals will be available to Frosthaven. You admire the refinery and then venture into the tunnels themselves, using a handcart to make your way deep underground, hoping to discover some veins of copper.

Chipping away at a rock, your pickaxe strikes against something as strong as Valrath steel. Your hand is suddenly seized by another, the lithic digits encasing your wrist as the rest of the Savvas emerges from the crumbling wall. As a being of the elements, its face twists between expressions like boiling lava, its body flows and then ceases flowing all at once, growing rigid with barely contained power. "Who dares disturb my slumber?" It rumbles.

Then the Savvas laughs, a crackling fire sound. "I am in jest. I sensed your presence the instant these tunnels were blasted open. I have been waiting for you to prove your fortitude since.

"Now that we have met, you will allow me to join your party. To prove my mastery over the element of magma, I must put my abilities to a true test in the field."

That doesn't sound like much of a choice, but having a powerful ally could never be a bad thing.

Rewards

Unlock class box.

50.1 · Among the Wreckage (54)

Another piece of debris comes away with a flurry of trapped air and dust, and there, beneath it, you feel the shard. It's practically singing now. You reach for it, but you are stopped.

In the blink of an eye, a blur of hard carapace lurches out of the new opening and slams against the side of your bathysphere, launching you away. The submersible reels. You spin, thrown from your footing, and wrestle for control of the ship before it crashes into the ocean floor.

You recover and reorient in time to watch this new enemy rise from the wreckage—a Lurker unlike any you've seen before.

He is a giant of this aquatic species, limbs thick as ship masts and shell glowing with an eerie bioluminescence. But far more unsettling are his eyes. They are lightless: round bottomless pools of ink, and as you look into them you can feel a palpable despair. It's as if you were staring into an immense empty grave.

You feel a familiar tingling in your minds, similar to the sensation you felt when you first communicated with the Lurkers all those weeks ago. This glowing Lurker is talking to you. However, what rises in your mind is not a vision of images strung together into a thought. Instead, all you hear is a long, echoing noise: a yawning moan both immense and meaningless, chaos and agony and rage so pure that this could only be the voice of the abyss.

Special Rules

Spawn the Seeker of the Abyss at either hex the large cave rock occupied. Reduce its current hit points value to half its maximum (rounded up).

Boss Special 1

The Seeker of the Abyss performs:
+0
-2, 2
All targets of the attack must lose one card from their hand or discard pile (if able).

Boss Special 2

The Seeker of the Abyss creates one trap in any adjacent empty hex closest to an enemy. Then all allies (if any) add +1 to all their attacks this round.

50.2 · Retires

You walk into the Barracks to find the Banner Spear speaking intently with Captain Olmstead. They wrap up some paperwork and the Banner Spear walks over to you.

"Friends! Good to see you. I just finished enlisting formally in the town guard." They note your surprise. "I thought about relaxing and enjoying retirement, but frankly... the regiment could use some of my experience to help prepare for the next attack."

A guard steps up to hand them town guard armor, and they politely refuse. "No, thank you, I've got my own. Oh—just a moment!" Before the guard can walk off, the Banner Spear snatches the Frosthaven insignia off the tunic, attaching it to their own chest plate.

"There we are. Feels fitting to be part of something larger again. Good luck out there, and I'm sure we'll see each other on the battlefield soon."

Rewards

Add one +20 card to the town guard deck.

50.3 · War of the Spire A (29)

Conclusion

Blood and ice cover the ground. Great pieces of broken spire and runoff from the battle slosh against your ankles, a tide of pink stew. The heart of their weapon is exposed before you: a great ribbon of painfully bright light writhing in the open air, ready to lay waste to an entire clan, but you will not allow that. You lunge and pierce the spire's core.

The reaction is incredible. An immense wave of energy bursts forth and tosses everything to the ground. The sound is like a bell shattered beneath a giant's hammer: a brief, ear-rending clang and then a terrible crack.

For several long seconds, you see nothing but white. Your ears ring without ceasing. It takes a while, but you blink away the brightness, and eventually the world reemerges.

When it does, the spire is gone. What once stood so tall and proud is now rubble, blown apart. All that's left is a mound of ice and snow.

All over the field, the Algox are beginning to recover. Icespeakers rise, awestruck and horrified by what has just happened. The Snowspeakers leap to their feet, shouting victoriously.

The Icespeakers know this fight is lost. They try to run, but few manage to escape. Clusters of Snowspeakers crowd around the surviving defenders and bring them down with speed.

The war is ended. You've done your part, and Frosthaven is no longer under threat from the Algox. The Snowspeakers celebrate their victory as you begin your long, silent hike back to Frosthaven.

Rewards

Gain 3 morale. Gain "Destroyer of the Icespeakers" campaign sticker. Remove all events from all outpost event decks.

Add event WO-68 to the Winter Outpost deck.

Locked Out Scenario:
Summit Meeting 28

Section Links

Add **46.3** to the calendar in five weeks.

51.1 · Realm of Endless Frost (21)

As soon as you dispatch the creatures, the main door to this structure opens with a rumble.

"Oh my word," the host calls out. "I can't believe how rude my friends are being. But you mustn't judge me by their behavior. Hurry on now, our celebration simply will not wait."

You realize moving further into a trap isn't the wisest decision, but you have a few words to give your host, and it's not like there's any other way out of here.

You step into the entry hall and the door behind you shuts, because of course it does. A low croaking groan rises, and a fist, bony and rotten, punches through the floor. A number of corpses pull themselves from the ground and shuffle toward you, their decayed muscles wasted into gray strings. "Oh dear!" The host shouts through the wall. "Such poor manners!"

Special Rules

Place all characters and character summons, in initiative order, in the closest empty hex on tile 15-C. Then remove door 1 and tile 14-B from the map.

The glowing orb has (L+2)xC hit points. It is an enemy to you and an ally to all monsters. Whenever it suffers damage, all characters and monsters suffer ✵ 2.

At the start of each round, until the glowing orb is destroyed, spawn one Living Bones at both a and b. These are normal for two characters, elite at b for three characters, or both elite for four characters.

Door 2 is locked and will unlock when the glowing orb is destroyed.

Section Links

When door 2 is opened, read **48.1**.

51.2 · The Lurker Problem (78)

Taking the passageway to the left is a drippy affair. It ends above a cavern where, below, an ongoing battle plays out. Lurkers swarm over a group of Abaeli, who dart between their legs, spearing tender underbellies. You leap down, wondering whether to intervene or wait this imbroglio out, when one of the Abaeli shouts angrily at you.

"Are all mercenaries illiterate?" You recognize his voice: your formerly trench-coated friend. "You didn't follow my instructions!" He twirls his sea-glass dagger, the fins on his arms splaying threateningly. Then abruptly he laughs. "Ah, no matter. You look roughened up. Took care of most of these foul Lurkers, eh? Thank you, from the bottom of my heart! These caverns are ours now." He switches to the Abael language, conferring with the others.

You don't need a translation to glean their intention; finish off the Lurkers. And you too, while they're at it.

A trench-coat turn-coat. Wonderful.

Section Links

When door 5 is opened, read **133.5**.

51.3 · Retires

You call out to the Pyroclast as you run out the main gate, chasing after it. It was leaving without even saying goodbye.

"I have nothing left to prove to you," the Pyroclast simply states. "I have shown my absolute mastery over my chosen elements, consistently demonstrating that I am the strongest member of the group. I fear I may even be holding you back from your own potential by making our journeys too easy. I have decided to return to the Copperneck Mountains—to my people. Such will be the best for both of us. You can continue to improve without my interference, and I can take my rightful place in Savvas society."

You stand there dumbfound, staring silently at the Pyroclast. "So we are in agreement," it nods. "Goodbye then. Try not to get yourself killed."

Section Links

Add **174.2** to the calendar in the fifth week of next summer.

52.1 · Nerve Center (44)

You feel exposed as you proceed into the main network of towers, enemies approaching on all sides. Your hunch about the towers has already paid dividends, though, so you commence with the wholesale destruction.

Special Rules

At the end of each Ancient Artillery's turn in this room, it summons one Ruined Machine. All normal Ancient Artilleries summon normal Ruined Machines, and all elites summon elites.

Section Links

When door 2 is opened, read **149.1**.

52.2 · Gaps in the Road (74)

You see on the other side of the last chasm a derelict stone structure from an ancient era. The Algox seem to be using it as a base, but you'd wager your goal resides within as well.

Section Links

When door 3 is opened, read **164.1** if "Friend of the Fish King" is on the campaign sheet. Otherwise, read **151.4**.

52.3 · Page 9 Puzzle Solution

"But why does it always have to be so damned cold?" Crain shouts, his voice half-stolen by the wind. Honestly, you never thought to ask.

You're standing on a seaside cliff, one of the many that line the northern coast. To your right is the Biting Sea, that stretches into a wide, churning horizon, while to your left lie the frozen plains. Each inspires a certain threatening respect, but you're not here for either of them—you're here for the fjords. The long, jagged scars cut through the seaside cliffs, sinking down perhaps two hundred feet to the ocean below. At first glance they appear like any other rocky chute, but when you look near the top of one, you can see several large gouges in the stone that couldn't have been made by any natural force. You told Crain about them back at Frosthaven, and he demanded to see them at once. His enthusiasm has dampened somewhat since then.

Grumbling, Crain lights his lamp and, just like last time, several strings of ghostly vapor rise from the ground to collect around it, though this time they are a deep purplish color. They only collect for a moment and then Crain snuffs the light and nods.

"Confirmed," he says. "And judging by the other markings you found along these cliffs, and the notes left in Project Source, I'd say there was a series of battles up and down this coast. Must have been quite the, em—" Crain goes quiet for a moment, staring down into the fjord below. Several long seconds pass and when you ask if he's alright, the Quatryl jumps as if woken from a dream. "Of course! Yes, perfectly fine. Just something I read. As I was saying: a series of battles. But there should be another site somewhere up here, one that's quite a bit different than this. Keep searching further to the north and see what you can find. I don't have much direction other than that. Truth be told, I've been avoiding the next section of translation." His eyes narrow and his lip curls, exposing sharp teeth. "It's all poetry."

Rewards

Turn to the next page in the puzzle book.

53.1 · Realm of Endless Frost (21)

After smashing through the detritus and the undead, you finally clear a path into what appears to be a dining room.

"Oh lovely, lovely—you're here," the demon says. It waves you in like a master servant presenting a fine meal. "And just in time." It claps twice and prances around the room with glee, singing all the while, "nice and tender, nice and tender."

The demon's limbs are pure ice. Its face is crooked, teeth bent, and its jaw is stained with red. The creature stops and flourishes a hand. "Now, won't you please come in and join me!"

Boss Special 1

One character recovers one card from their lost pile. Then the Prince of Frost performs:
X, C, 5, where X is specified by the stat card.
Then the Prince of Frost summons one Snow Imp. It is normal for two characters or elite for three or four characters.

Boss Special 2

One character loses one card from their hand or two cards from their discard. Then the Prince of Frost performs:
2, C-1, 1,
Then the Prince of Frost summons one Snow Imp. It is normal for two or three characters or elite for four characters.

53.2 · War of the Spire B (30)

Conclusion

The bodies pile up. You turn and swing your weapon and turn back, moving without thought, and cries go up on all sides. Your body is wearing thin. You need to rest but the wave of Snowspeakers will not relent. Something has to give. The defenders cannot hold this line much longer. Already they have fallen back. But then you feel it.

A rumble—a deep tectonic shift—jolts the entire field, and a terrible moan pours out over the plain. You turn and are nearly blinded by what's behind you. The spire is alight with a striking blue radiance. A desperate cry goes out. The Snowspeakers realize they have failed. Then everything goes white.

An immense wave of energy erupts from the spire. Weapons and bodies fly. Rocks and logs tumble like weeds.

Only after several long moments does the scene around you become clear. The field of battle, once covered in downy layers of snow, is now a slick, pearlescent sheet of ice. The Snowspeakers are aghast. They stare down at their hands in horror. One of them rises to its feet and attempts to cast a spell, but nothing happens. Its magic has been torn away. The realization of what's been done dawns on everyone, Putargal in particular.

She steps onto an icy outcropping overlooking the battlefield, radiating righteousness. She steps down from her stage and walks over to a still-dazed Snowspeaker. Then, with a single, ice-coated fist, she drives her victim into the ground. The other Icespeakers follow suit.

The battle is ended. The war is over, but this is no victory. It's a slaughter.

You heave yourself up and say nothing to anyone. You've done your part; Frosthaven is no longer under threat from the Algox. The Icespeakers revel in their victory as you begin the long trek back to the outpost.

Rewards

Gain 3 morale. Gain "Destroyer of the Snowspeakers" campaign sticker. Remove all events from all outpost event decks.

Add event WO-69 to the Winter Outpost deck.

Locked Out Scenario:
Summit Meeting (28)

Section Links

Add **34.2** to the calendar in five weeks.

53.3 · Retires

Ever since the Deathwalker decided to stop heading out on missions, they've been wandering the streets of Frosthaven, muttering to themselves about "lost souls". You finally stop them and ask what the meaning of it all is.

"There are just so many dead who still linger," the Deathwalker laments. "Those who have fallen in battle. Those who were taken by the cold. They must be properly put to rest, but I don't know how."

You mention the makeshift graveyard outside of town, and the Deathwalker shakes their head. "It is insufficient—woeful. The dead placed there don't get the proper respect. Piled into holes like garbage. Unless..."

The Deathwalker's expression changes. "Yes, I must go talk to Satha immediately. We must improve the graveyard! Give the dead their due respect. Oh my, there is so much work to do!" They move in the direction of Satha's cabin faster than you've ever seen them move. Hopefully, something good comes from it.

Section Links

Add **176.4** to the calendar in the second week of next summer.

54.1 · Crystal Fields (18)

You leap and roll, threading through the conduit forest in search of shelter from these subterranean attackers, but you can only make it a short way before your path becomes blocked. More of the burrowing creatures dart through the snow in front of you. You gird yourself to fight when, out of nowhere, you hear a voice shouting.

"Burning sun!" It's an Algox standing on the far side of this horde, batting away one of the subterranean creatures. "I'll rip your infernal gah—" The Algox's words are muffled by the heavy sound of tunneling. You don't know who the lone survivor pledges allegiance to, but you know he'll have answers if you can get to him in time.

Special Rules

The Algox Guard is an ally to you and an enemy to all other monsters. If the Algox Guard dies, the scenario is lost.

54.2 · Retires

You often find the Crashing Tide resting at the shore of Frosthaven, observing the waves lapping against the dock. This time, however, things feel different. When they send images of the ebb and flow of the tides into your mind, you sense the kinship they feel toward the natural cycle. They are the tides. The high water was them rising to the surface, exploring dungeons and fighting with you against that which threatened Frosthaven.

But now, the waters recede. The Crashing Tide must return to the ocean. You express sadness.

The Crashing Tide gently lays a giant claw on your shoulder in consolation. You see more images of the low tide once again surging forward, raising the water. Everything is a cycle. The Crashing Tide will return one day. But for now, it disappears beneath the waves.

Rewards

Add event B-15 to the boat deck.

54.3 · Decisive Action

An Algox messenger appears at the main gate, handing off a message from Chief Elland of the Icespeakers addressed to you.

"Warriors, the time has come. The peace summit has been arranged, and we would be grateful for your attendance. Putargal is making the final preparations to activate the spires, which would send devastation through the Snowspeaker clans. We must end this now."

Accompanying the message is a map to a remote cave in the Copperneck Mountains where Elland will be 28. You also note, however, the position of Putargal's spire 30. She did demand your aid if you wanted to remain in their good graces. You must decide which course of action is best.

Rewards

New Scenarios: **Summit Meeting** 28, **War of the Spire B** 30

54.4 · Crystal Trench (8)

Conclusion

The pack is far behind you now, their snarls and barks fading far into the distance, and so, finally, you let yourselves slow to a march. The cold, for once, comes as a reprieve. You let it wash over and steal away the heat of battle, evaporating your sweat and taking the sting from your wounds.

For a long time after that, you march. The valley extends onward into the icy expanse of the north, finally opening into a vast field crowded with towering icy spikes. It looks almost like another forest, huge frozen pillars all gathered together, but these are no kind of tree you've seen. They are raw, frozen obelisks: enormous ice spears shot forth from the ground like huge monuments to some forgotten god.

You doubt this is what Satha was imagining when she sent you this way, but these things can't be ignored. You scan the horizon and notice that deep in the expanse, one structure stands apart. Larger and darker in color than the others, it's less a spike than a spire, and it reigns over the landscape like a lord's keep.

You have the choice: you can either march to the massive spire 15 or opt for a closer target 16. You do notice one not too distant spike that does look a little curious. It is shorter than the rest, but also wider. It might be worth a cursory investigation before venturing too deep into this unknown field.

Rewards

Gain 1 collective **and 2 collective** **.**
Place map overlay sticker X on the map in location X (C7).

New Scenarios: **Ancient Spire** 15, **Derelict Elevator** 16

55.1 · Scrap Pit (35)

Conclusion

"I've done it!" Crain shouts, though it's hard to tell what exactly he's done, since you're still busy holding back the machine forces. You can hear him though. He's coming toward you, his small feet scampering over the junk pile until, like a deranged bird, he jumps right into the middle of two Unfettered attackers.

You try to push forward and get to him before the machines do, but there's no need. Crain lifts a skull-sized contraption into the air and shouts, "Have at you, Unfettered nuisance!" His contraption releases a flash of searing light and the machines all drop to the ground, dead.

Now there's just Crain, standing there, untouched and gloating like a merchant who just sold sand to a Valrath.

"What do you say to that, mighty adventurer?" He tosses the contraption into the air but fumbles it for a second before getting it back in hand. "Ha, anyway there it is, my long-legged chums. One genuine Crain Unfettered Disabling Device. And," he reaches into some decayed canvas bag he must have scavenged from the pile and pulls out several more identical gadgets, "I've made enough for everyone!"

Apparently, the contraptions mimic the same technology the machines use for communication, or something like that. The Quatryl speaks quickly whenever he gets excited, and so the details go over your head. What is clear, however, is that by activating one of the devices, you can disable an Unfettered fighter without cutting it down, provided you're close enough.

Crain explains that with these devices you can move back through the first tunnel and make your way to the Unfettered core, finally putting these machines to rest.

Rewards

Gain 2 collective , 2 collective , and 2 collective .

New Scenario:
Overrun Barricade 43

55.2 · Gaps in the Road (74)

After traversing the first deep chasm, you have just a moment to catch your breath before you are once again assaulted by angry taunts and crude arrows.

Section Links

When door 2 is opened, read **52.2**.

55.3 · Spire Basement (23)

After reducing the undead to their baser parts, you move quickly on and arrive at a wide circular chamber. This new room is made mostly of iron and stone, like the chamber upstairs; however, here the walls are lined with a number of cylindrical metal furnaces, and in the middle of the room is the beam of pulsing red light. This chamber must be the source of the beam's power, but the room's other occupants don't allow you time to investigate.

They materialize shortly after you arrive: the air around the chamber wrinkles and compresses until several black forms appear out of nothingness. Spirits, clusters of them, wrench themselves into existence. They face you, raising spectral claws. But there is something else. Hanging in the center of these spirits is a hulking mass of folded black smoke—a churning shadow whose eyes boil with malevolence. The massive wraith looms before you and releases a low, hateful moan that shakes the metal on which you stand.

Special Rules

The Living Doom is the Hateful Corpse. It has HxC/2 hit points (rounded down), is immune to and , and adds +2 to all its attacks.

56.1 · Deadly Pastimes (85)

You scan the room and see a puddle in the far left corner that may be of some interest.

56.2 · Apotheosis (76)

With a booming laugh, the Fish King opens his eyes and sees the violent pandemonium around him for the first time.

"Begone!" He howls, and chaotic energy shoots from his fingers, striking down friend and foe without regard. Larger and more menacing than ever, the Fish King addresses you. "SCALELESS! Look at me in all my splendor! Can you see it? Truly I will become the most glorious god the seas have ever seen!"

The metamorphosis resumes, and the Fish King grimaces as his muscles spasm and twist with dark energy. Clearly he has not reached his final form—has not quite reached this supposed godhood.

"Speechless, I see... Expected in the presence of a deity," he says through gritted teeth.

The thought occurs to you that maybe you didn't follow the best course of action—that giving such power to an unstable creature was not the safest bet. You think maybe it might not be too late to stop this madness. If you wanted to.

Section Links

If you accept the Fish King's ascension, read **96.3.**
Otherwise, read **43.2.**

56.3 · Enhancer Upgraded

The entirety of Voice-of-Eight stands to greet you when you enter the newly completed enhancement building. The inside is breathtaking, covered in the ethereal glass they used to construct the Aesther outpost to the north.

"We must thank you, adventurer," Voice-of-Eight says. "Because of your diligence, not only has our outpost been restored, but our presence here in this settlement has been strengthened as well. We have fully established connections with Aesthers across the world, and many regularly come to visit and share knowledge. Some may even be willing to offer a few artifacts to the trade stall, which we hope will help you to continue bringing prosperity to our new home!"

Rewards

Add any of the following items you have unlocked from *Forgotten Circles* to the available item supply: 154, 155, 157, and 163.

56.4 · Selling the Amulet

As soon as you enter the walls of Frosthaven, you march into the trading post, intent on doing... something. Were you going to sell something?

Yes! Something in your pack. You wanted to sell something deep in your pack. Something... troubling. You dig around for a while, but can't find what you were looking for. You upend the pack onto the counter, scattering its contents everywhere and eliciting concerned looks from the proprietor.

You scratch your head as you scan the mess you've created, looking for some snippet of a reminder about what you were doing here. Who did you encounter on the road to your last mission? It is completely absent from your memory, as if it never happened.

You sheepishly gather up the contents of your pack and quietly leave the shop. Once again, you feel the pull of something outside your reckoning. What happened to you on the road... it didn't happen, but rather, it will happen. No wonder you can't remember it yet.

Rewards

Return event SR-52 to the summer road deck.

56.5 · Retires

"Listen, this has been great, but I still just can't get used to all... this," the Trapper gestures to the bustling outpost sheepishly. "I'm happy the hunting lodge convinced me to help out around here, but I just need some time to myself. Time to just be myself out in the wilderness, not worrying about who's going to spit on me or kick me as I walk by."

You frown and express remorse that such terrible things still happen to someone who has done so much good for the outpost.

"Ha, well, they're sorry too when they get a footful of bear trap," the Trapper grumbles. "But it's not about that. I just long for the open skies and simple life the wilds provide. Don't worry, though, I'll still be back occasionally to trade with the hunting lodge."

With that, the Trapper packs up their sled of contraptions and marches off into the tundra.

Section Links

Add **169.1** to the calendar in six weeks.

57.1 • The Way Forward (38)

Conclusion

It's difficult to make out the elders' words over the demons' constant screeching, but the effect is obvious as they incant solemnly over the source of the corruption. A flash of light bursts forth and the demons shriek one last time.

Suddenly you're all standing together, back in the sacred clearing. Gone are the corrupted forest guardians, and gone is the whirl of black smoke. What you find instead is the altar, worn by time and claimed by moss, but above the stone surface blooms an imposing spectral shape—an Algox spirit, its head adorned with incredible horns and its fur woven with glittering threads. The Algox elders bow in reverence, and you follow suit. One of the elders speaks.

"Spirit of Mar'ogh, we come at a desperate hour." Barduu's voice is thick with formality. "For a great many years, we have neglected your wisdom, and we have fallen into war. Many have perished at the hands of their fellow Algox. We ask you to forgive our arrogance and to aid us in the search for peace."

With their plea given, the elder Algox bow their heads, and you stand by with bated breath. When the answer comes, it startles all of you.

"THE CORRUPTION HAS SPREAD TOO FAR," the spirit says, voice booming inside your mind. It is a vast presence that makes your knees weaken. It's as if the land itself has suddenly reared up to speak. "HE WHO SLEEPS NOW MOVES TO AWAKEN. HIS INFLUENCE SPURS ON THE CONFLICT. THE HEART OF ICE GROWS BLACK. HIS IMPURITY MUST BE ROOTED OUT—REPLACED.

"FORM A NEW HEART MADE OF ICE AND SNOW. ONE PATH LIES HIDDEN IN THE SEA—THE LIVING GLACIER, FORMED IN AGES PAST. THE OTHER LIES IN THE SOUTHERN HILLS—THE NEW SNOW THAT HOLDS THE SONG OF DAYS TO COME. TOGETHER THEY CONTAIN THE POWER TO STOP THE CORRUPTION. SEEK THEM AND RETURN."

The spirit releases a burst of energy that shakes the trees and then the altar is empty.

The Algox give a quick explanation. You must seek out two relics: ice from the Living Glacier which lays somewhere in the Biting Sea (45), and a handful of New Snow which can be found at the northern mouth of the Dead Pass (46).

The journey will be brutal, they say, but if you can collect both elements and bring them here, then they will unlock the power to reunite both factions of the Algox. It sounds impossible. The vitriol that the Icespeakers and Snowspeakers have for each other is incredible. But the elders' faith, their conviction in your quest, is stronger.

Rewards

Gain 10 ✸ and 1 ✓ each.
Gain 1 inspiration.

New Scenarios:
Living Glacier (45), Dead Pass (46)

57.2 • Temple of Liberation (20)

Conclusion

You aim true and the orb cracks. The thick glass splits like a piece of marble, and the light within it fades. A puff of smoke leaks out, smelling of burnt sap and rain. The room reels in response. The machines seize and fall silently to the ground, but the door leading onward slams shut, locked into place by thick metal gear.

With the yellow glow now gone, you re-light your torches and examine the door. In order to move forward, you'll have to disable the mechanism securing it, but the system is incredibly complex. A large ring is affixed to the center of the door, and this ring holds six smaller circular plates at even intervals. You reach out and touch one of the pieces and find it strangely cold compared to the warmth of the room. You press harder and a pained creaking echoes throughout the room, one of the plates giving an unwilling turn. You press harder still, and discover the entire rings spins as well. You spend a great deal of time doing this, turning the ring and the plates into different positions, but, beyond making a fair deal of noise, the door refuses to budge.

You look closer and see a number of symbols etched in the wall along the circumference of the device. Starting from the top and going clockwise, you see a skull, a scarab, a triangle, a moon, a star, and an anchor. They must mean something, but, as much as it pains you to admit, without further context, you'll have to turn back for now.

Rewards

Gain 15 gold each.

57.3 • Harvest Festival

The populace has an electrifying energy running through them this morning—today is the Harvest Festival, a day to celebrate the success of this stubborn outpost in the middle of such an inhospitable region.

Mayor Satha gives her customary words of wisdom, walking the fine line of a leader who both bolsters the town's success and must acknowledge the souls lost in that endeavor. The town waits for the two most important words of the day, and after teasing the end of her speech several times, she finally gets down to it with a smile: "Let's eat!"

Piles of grain-cherry custards, tin-berry tarts, crusty meat pies, and flavored ice swirled with sugar supplement the free-flowing axenut ale. The party-goers' constitution runs out well before the drinks, and while there's some blanks in your memory the next morning, there isn't anything in this world you'd trade for the bits you do remember.

Rewards

Gain 2 morale.

58.1 · Skyhall (19)

Conclusion

The last of the black shards explodes into a thousand tiny fragments, and the spirits snuff out with a hush. The howling and trembling of the mountain ceases at once. You are left stilled by the silence. The walls and ceiling are all riddled with cracks, and the floor is rent with jagged scars. It seems that the battle ended not a moment too soon.

Chief Elland stands and groans, his enormous muscles steaming in the frigid air.

"This… this cannot continue," he says. "Look. Look at what's befallen the Skyhall: such sacrilege, such plain hatred." His eyes search for answers.

"The Snowpseakers must be destroyed," A new voice says, coming from down the hall. It is an older, female Icespeaker, trailed by a group of battle-worn fighters. "The only solution is to wipe them out completely. We can use the conduits our kin have erected around the Whitefire Wood to purge them from the land."

The chief clenches his jaw and snaps back, "No, Putargal, for three centuries we have made war with the Snowspeakers, and look what it brings us. If not for the warm-bloods, our home would be rubble. More conflict is not the answer. Water poured on ice will only create more ice."

Putargal snarls, a raw contempt burning in her eyes.

"Do not presume you speak for us all," she growls, "The Snowspeakers kill us, corrupt the Skyhall itself, and threaten to destroy everything we know... and you call for peace? Those fiends must pay for what they have done this day." She turns and begins to walk out, but stops and calls back. "You, warm-bloods. Come meet with me after you have recovered. We will honor your alliance only if you aid us in our counterattack." And with that, she leaves.

For a moment you stand in the new silence of Skyhall, considering this new schism and how you've found yourself at the center of it. The Algox chief turns to you.

"Please," he says, "this is not the way. More fighting will never bring us peace. You must join me instead. I have a plan to end this brutal cycle." The chieftain takes you aside. It will take some time, but I believe I can arrange a peace summit with the Snowspeakers to discuss a treaty. After the damage Skyhall has sustained, and that which Putargal threatens, we must end this cycle of destruction. When the time comes, I hope you will join me instead, and we will truly end this war.

Rewards

Gain 1 morale. Gain one random item blueprint.

Section Links

Add **54.3** to the calendar in four weeks.

58.2 · Rusted Tunnels (25)

They're coming from the tunnels. Two smaller passageways connect to this main one, and no matter how many machines you strike down, reinforcements emerge a few moments later. You need to cut off their line, and you formulate a plan. The main tunnel's supports have not aged well. More than once you've accidentally knocked chunks of rust off the metal scaffolding during the fight, and so you suspect that, if you can make your way to each of the smaller ingresses, you could smash their metal supports and bring them down, cutting off the enemy troops.

Special Rules

The large debris has Cx(L+2) hit points. It is an enemy to you and an ally to all monsters. When it is destroyed, instead it becomes a wall. Remove all figures, tokens, and tiles occupying (b) or any hex beyond it, and then place another large debris wall in (b). All removed characters become exhausted.

At the start of each round, until the large debris in this room is destroyed, spawn one Flaming Bladespinner at (a). It is normal for two characters, elite each second spawn for three characters, or elite for four characters.

59.1 · Ravens' Roost (32)

Conclusion

The creatures are done. Their humanoid hosts lie slain. Their tree has been felled, and finally, the forest is quiet.

You take some time to check the area for any explanation as to what these creatures were or why they inhabited this place, but like so many other things in this part of the world, its mysteries remain unspoiled.

One thing is certain, however: this clearing is the warmest part of the forest you've encountered so far. It is practically balmy, and you can feel even more heat radiating from the west. Looking to the edge of the clearing, you see a great swarm of glowing orbs have gathered there. They seem to be waiting, wondering perhaps whether it's safe to venture inward toward the heat.

But that is a mystery for the scientists and researchers. Your business is the blade, and your business here is done. Satisfied with your handiwork, you turn and begin the long hike back to Frosthaven, wondering how exactly you'll make a report of this to Satha.

Rewards

Gain "Feathered Cloak" 1069 blueprint. Gain "Into the Forest" campaign sticker.

59.2 · The Lurker Problem (78)

In your opinion, no one in a trench coat should be trusted, least of all someone dripping water all over Glint's nice desk. You ignore the instructions and take the door to the left.

A narrow tunnel ends upon a cavern of shallow water and rocky islands. Perched atop these islands is a clutch of Abaeli. Their fins bristle at your entrance. One of them has a voice you recognize, and scolds you. "Useless! Didn't you read my instructions? You were supposed to kill all the Lurkers so we could take over! Now we've got to deal with the shell-heads ourselves."

One of the others clacks her sharp teeth. "Waste of time, trusting land-folk." This incenses the other one. They begin arguing, dividing the group into factions until Former-Trench-Coat points at you with a webbed finger.

"This is your fault," he says. "Now the Lurkers have been alerted to everybody's presence." The other Abaeli agree with this assertion. Frenzied from their argument, they spring up, sparking their spears against the rocks.

Looks like you're making all sorts of fishy friends today.

Special Rules

Door 1 is now locked.

Section Links

When door 4 is opened, read **92.3**.

59.3 · Page 23 Puzzle Solution

Crain has been working feverishly with the craftsman for some time now, and you have left them to their own devices, not wanting to disrupt the work. You are surprised, then, to see Crain standing in the road, his hair and face covered in grease and dirt, chatting with a group of merchants as if he didn't have a care in the world.

"And so I said to that mercenary, if you want your own purified water, you'll have to—" Crain pauses as you approach. "Oh, hello there!" When his attention turns to you, the merchants stealthily slink off down the path.

You try to ask Crain what is going on, but he just waves off your question. "Lucky I ran into you," he says. "There's something that could be vitally important to finishing this project, but I haven't been able to make much progress on my own."

Crain digs in his pocket and pulls out a scrap of paper. "Logren spoke of conversations with adventurers and said they helped her with the device, with making the symbols of power. I think she was speaking literally. I think she learned specific lessons from their skills and magics, so before we go any further, I need to make sure we aren't missing anything. I want you to take stock of the inhabitants—the adventurers—of Frosthaven, and see if there isn't someone we're missing, some variety of talent that's been overlooked. Then I will know for sure."

You ask if there's a list that Logren left, but Crain is already walking away, lost in thought.

Rewards

Turn to the next page in the puzzle book.

Conclusion

The creature is broken from your fight. It writhes on the ground like a speared boar. Its bony limbs clench and shiver and its mouth stretches wide to reveal rows of vicious teeth. The hateful fire that burned in its core sputters and snuffs out, the demon's eyes locked on you in a frozen stare. And with that, it is over. The demon is dead.

You rise and take a breath. Exhaustion comes on quickly. You've done what was needed, and hopefully the corruption has been banished from the forest. The Icespeakers can now start their new life in relative peace. But still, something nags at you. If this fight was truly over, then why are you still standing in the demon's realm?

Keeping your weapon at the ready, you walk over to the ruined creature, making sure not to get too close. As you draw near, the air around it begins to darken. Black threads drift slowly upward from the carcass. They rise and thicken, taking on a more solid form, and then lash over the demon's body like vines. They gather, more and more of them building up until they have covered the body completely and then, all at once, they seize. The ropes pull downward with incredible strength and wrench the demon into the earth, snapping its hard bony limbs like twigs. The sight is truly horrific, but it happens so quickly that you barely have time to process it.

When it's done, all that's left is a hole. You dare not approach it, but even so, you understand what is down there. You can feel its power from where you stand. It is the place from which the demon emerged: the realm that lurks behind this one. The origin of fear—the birthplace of anguish and pain and hate. You feel it deep within your being, a recognition that's been sewn into all who walk the earth: an unshakable, unthinkable terror. Fear grows in your mind until you are forced to look away, but when you do, everything changes.

No longer are you standing in the demon's shadow realm but instead back in the Harrower nest. The floor is coated in carapace and black goo, but the demon's shadow is gone. The other creatures, those that did not fall in battle, have all fled, their will to fight apparently vanishing along with the source of their corruption. And so, with heavy arms but a light spirit, you march back out and make your way to the Algox camp.

Putargal is waiting when you return. Her face is a mask of matronly patience, a blank expression cemented by years of waiting for warriors to return, knowing that they never will. You make a brief report and the elder nods appreciatively.

"It is a great feat you have done for us." She stands at her full height and surveys the Icespeaker camp. The rough shelters have been rebuilt, and the Algox appear to be on the mend, many of them up and working. "Our path will never be an easy one, but now we can walk it with confidence, knowing that the darkness has been cleansed from our new home."

Hours later, you sit by a fire with Putargal, and you hear her chuckle. "Do you hear that?" She asks. You shake your head.

"Neither do I. Our god hasn't spoken to us since the fall of the ice spire." She reaches into a pouch hanging from her waist and brings out a small beaded charm.

"I give you this in thanks. It is little, I know, but it's not the item itself that's most important, but the intent." She hands you the charm and you feel a slight warmth radiating from the trinket. "I am sure one day we will find Geryuu's voice again, because of what you did this day." Putargal nods and then shuffles back to a cluster of huts.

A few days later you watch from a nearby ridge as the Algox make their way into the Radiant Forest. They have hoisted all that they own onto their backs—folds of leather, weapons, and tools—but as you watch, you feel a sense of relief. It is not peace that you've found, but it is perhaps the best this world can offer.

Rewards

Gain 1 morale and 1 inspiration. Unlock class box. Gain "Friend of the Icespeakers" campaign sticker.

Add event SO-51 to the summer outpost deck.

Add one +50 card to the town guard deck.

You rotate the coins to the correct orientation and with a grinding pop the cave wall shifts to reveal a tunnel small enough to crawl through. It would be a tight squeeze.

Dinah sheds her overcoat and stretches her arms to limber up. "Barty always said I put the *rat* in *pirate*. Allow me." She darts into the tunnel. Just when you think she may have betrayed you she scurries back out, an aged yellow scroll clutched in her claws. She rolls it out on the floor of the cave. You can make out where Frosthaven now sits, and a short boat trip away the bright red X that marks the spot.

Dinah can't help but smile.

Rewards

New Scenario:
Pirate Queen's Haul 137

Subtract a mutton sandwich to this section number.

61.1 • Orphan's Core (58)

It's painful to stand near the light. The blue energy burns your skin and causes a deep ache in your bones, but you deliver the final strike. The orb cracks, shrieks, and explodes into a burl of smoke and blue flame that rises and mingles with the tangled pipes above. Almost immediately the pain subsides and the Orphan drops to the ground, its shield disabled.

"You animals!" The automaton shouts. Its mask is knocked loose, hanging askew, the blue light behind it leaking out at the edges. "Do you realize what you've done? How much we have lost because of you?!

"I will not allow it," the Orphan seethes. "I will not."

The Orphan's body is wrecked but its fury is not lessened. The lone machine scrambles to its feet and limps down one of the adjoining halls, fleeing, you think, until a flash of blue light alerts you to another possibility.

You run after it and turn the corner to find the Orphan, running in halting steps past rows of tall, wired columns, drawing out sparks of blue light as it goes. It's recharging itself, stealing whatever little energy is left to be had, and if you don't stop it quickly, you will have to face a fully revived adversary.

Special Rules

Open door 1 and move the Orphan to it.

The Orphan can now be damaged and immediately suffers ✲ (L+3)xC. In addition, it can now move and focuses on moving toward and occupying a, then finds a focus as normal and performs any other abilities as if it had no movement. It is still immune to forced movement. "Special 1" now targets "self" instead of the glowing orb.

At the end of each of the Orphan's turns, for each other monster within ⇨ 2 of it, the Orphan performs ♦ (L+2)/2 (rounded up), then each of those monsters suffers ✲ (L+2)/2 (rounded up). If the Orphan's current hit point value ever equals its maximum, the scenario is lost.

61.2 • Rusted Tunnels (25)

Special Rules

The large debris has Cx(L+2) hit points. It is an enemy to you and an ally to all monsters. When it is destroyed, instead it becomes a wall. Remove all figures, tokens, and tiles occupying d or any hex beyond it, and then place another large debris wall in d. All removed characters become exhausted.

At the start of each round, until the large debris in this room is destroyed, spawn two Ruined Machines at c. These are normal for two characters, one is elite for three characters, or both are elite for four characters.

62.1 · Automaton Uprising (59)

Conclusion

The Unfettered will never tire. Their bodies will never feel pain. They will come at you as long as they draw power, but you cannot wait. Already your limbs are heavy, and sweat stings your eyes. You back up and hit a wall, and there is nowhere else to go. The machines are closing in. Then a shout.

"It is done!" The Orphan says. The moment hangs. Nothing appears to have changed, and yet the steel golems do not advance. You wipe the sweat and blood from your eyes, confused. Then the guard closest to you shudders, and that's when you see it: the blade piercing through its chassis.

The other Unfettered have come to your defense. Waves of injured and mismatched automatons burst through the door and drag down their steely siblings, like a storm crashing over a sandcastle.

Within seconds, the fight is over. The room is reduced to a heap of broken machinery and a new army, loyal and at the ready. One of them, a large, barrel-chested automaton, lifts the Orphan and brings it over, and you understand how close you came to death.

The Orphan's legs are broken and its chest is cratered. It took a terrible beating, but somehow it managed to stay alive long enough to finish its work.

"We've done it," the Orphan says, the light behind its face blooming like a rising flame. "I asked them for peace. I asked them to join me, all of them. To give up this fighting and work together with those above. This is their choice. The Unfettered choose peace."

It takes several days to recover from the battle. The Unfettered aid you as best they can, though hospitality is clearly a skill the machines have not practiced. Eventually you make your way out of the complex and back to Frosthaven.

When you arrive at the outpost, you are not alone. Instead you come surrounded by a retinue of figures draped in thick cloaks, their long armored legs jutting down into the snow.

One of the guards atop the gate shouts down, asking who goes there, but rather than answering yourself, you allow someone else to speak up.

"Allies," the Orphan shouts and peels back its hood. "Allies come to your aid."

Rewards

Gain 2 morale and 2 prosperity.
Gain "Key Card" 246.
Unlock class box.
Gain "Unfettered Allies" campaign sticker. Remove all events from all outpost event decks.

Add event SO-49 to the summer outpost deck and event WO-63 to the winter outpost deck.

Add one +0 card to the town guard deck.

Locked Out Scenario:
Orphan's Core 58

62.2 · Bathysphere Plans

If the Craftsman is not at least level 3 add 62.2 to the calendar in three weeks and stop reading.

A high, nasal voice reaches you at the back of The Crater, Frosthaven's recently rebuilt canteen.

"I have it, ach, I have it!" This is Pinter Droman, the outpost's best and only tinkerer, and he's pushing his way through the smoky gloom to find your group at your usual table. When he arrives, you see that Pinter's eyes are raw and his skin has a waxy shine, which means he hasn't been sleeping again.

"The seawater, I have a way around it! Or, rather…" Pinter unrolls a scroll of parchment on your table, pushing aside your drink. The parchment shows a diagram of some sort of armored ball. "Through it! In a bathysphere!"

The tinkerer goes on to explain that with this "bathysphere" you could safely descend deep into the Biting Sea for short periods of time. But that only solves the problem of the pressure; you still need to avoid freezing. "I have a plan for that too!" Pinter exclaims, his bleary eye twitching. "All I need is a very, very powerful heat source." As luck would have it, Pinter believes you might be able to find such a thing somewhere in the middle of the Radiant Forest.

"The whole forest is unfrozen, even in the winter, so something must be heating it!" Pinter says. "I can't be certain what it will look like, but I'm certain it's there, yes. Ah, and with your particular skills, finding it should be no problem."

Rewards

New Scenario: **Thawed Wood 33**.

62.3 · Haunted Vault (17)

This place is clearly designed to separate you from the others and then murder you in the dark, but you think you're getting the hang of it now. Another door opens, and more spirits arise to stop you.

Section Links

When door 4 is opened, read **19.3**.

63.1 • Heart of Ice (4)

Conclusion

Finished with the Algox mountain, you head back to Frosthaven to plan your next move. There you find Satha speaking with a downtrodden populace, still reeling from the latest attack they barely survived. "A few new support beams here and there, patch up some of the walls, and we'll be sure as snow in no time. You'll see," she says with a wink. "No frost or fire in the world'll keep us down for long!" Her enthusiasm is met with minimal recognition as the residents continue to sift through the rubble. You grab the mayor long enough to make a report of your time with the Algox.

"The sea have mercy," she snorts, slightly surprised, "this internal struggle with the Algox explains a lot. But at least it sounds like you've made strong progress towards getting at least one group to stop attacking us, so that's something."

"We've had some troubling developments of our own while you've been gone," the mayor continues. "Some of the watchmen have reported Lurkers, of all things, on the outskirts of the territory (7).

"I reckon since you made it safely back to town, you might go out and check on those damned crabs for me. Better to get a handle on them before they show up at our door." She punches you on the arm and then begins to walk away.

"Oh, actually," she stops and turns back, "there was one more thing. A scouting party came back recently and reported seeing some strange metal constructs marching through the wastes. The scouts tracked them east through the Whitefire Wood and then into some frozen valley, but couldn't follow beyond that, so you might as well have a look at that too (8)."

You rub some of your bruises from the Algox altercation, and nod.

"Good," Satha chirps. "And while you're doing that, we'll keep rebuilding the town. I'm sure you can already tell, but the north isn't exactly hospitable, so we need to get Frosthaven back on its feet as soon as we can. That means we need all the resources we can find. So while you're out there, see if you can collect some lumber, metal, and hides to help us out. Sea willing, we'll be able to rebuild this outpost before winter, because if we don't, then there's no hope for any of us."

Rewards

Gain 1 morale and 1 prosperity.

New Scenarios:
Edge of the World (7),
Crystal Trench (8)

Section Links

Add **156.1** to the calendar in four weeks.

63.2 • Accuse Barno

A portal opens and out steps an Aesther in an unusual hat. He pulls a pipe from his mouth and speaks up, "Hello. Sorry to pop by, saw there was something of a mystery afoot. Seems like you've selected the wrong individual."

The Aesther touches a scorch mark on the wall. "Cecil is the murderer, clearly—he killed Tarro after the man refused to return the Oak Charm Cecil lost in a game of cards. Probably accidentally, wouldn't think it's in his nature. The fire was just to cover his tracks. Of course you needn't even leave this room to determine the killer: the fire ignition point is a full head higher than either of the other two could reach. It turns out the answer is elemental, my dear demon prince."

And with that, he hops back into a portal and is gone. The demon prince looks a bit taken aback by the whole affair, but ultimately smiles. "Perhaps you were wrong, perhaps you were trying to cover for Cecil. Either way, I think it's time to remind this plane about consequences."

Frosthaven isn't willing to go without a fight, though:

X all

where X is 40 if there are less than fifteen buildings built, or otherwise 70.

Target buildings randomly by drawing from the building deck.

You finally manage to drive the prince back. He laughs as he steps back through a portal to his home—"An enjoyable fight, but I have other matters to attend to. See you soon."

Rewards

All characters start the next scenario with .

63.3 • Sunless Trench (42)

64.1 · Rising Brine (83)

Conclusion

The water is cresting alarmingly high now. With all those pesky porcine fish defeated, you swiftly collect the rusty parts. In the poor light and with the impending doom of the tide, you can't tell whether they'll be valuable. They're awfully heavy, so that's something, right?

Encumbered by chunks of metal while paddling against the tide is not a feat of strength you wish to repeat, but you finally make it out into the waning daylight. A beleaguered trip back to Frosthaven, then into the town hall, ends in you collapsing across Glint's desk. The Inox's brows shoot toward his horns as you unpack your loot in front of him, feeling a rush of pride about how much you salvaged.

Face stoic, Glint examines the rusty refuse. You await his assessment, breath bated. "Always dreamed of becoming a tinkerer," he says wistfully.

Really? Asks the hope in your face. But then the records-keeper scoffs, "All junk!" and shoves the parts off his desk. He's about to add to this indignity with sarcasm, when his nose wrinkles. "What's that smell?"

You. The smell is you. Sighing, you leave before the other mercenaries in line start to complain.

Rewards

Gain "Giant Piranha Pig Spine" 202.

64.2 · Deadly Pastimes (85)

Special Rules

If you are occupying tile 7-A and tile 7-C is unrevealed, read **47.3** instead.

The wall looks weak here, so you give it a good shove. It comes tumbling down, revealing more of the cave.

64.3 · Page 27 Puzzle Solution

"Genius!" Crain shouts and accidently hurls his teacup across the room. "You, my hard-knuckled friend, have unlocked one of the better mysteries I've seen in my academic career. What now? What now?" He scratches his chin and a wild look comes into his eyes, a look you know, a look that usually ends in fire and anguish.

"Let's do it right now." Crain giggles. "Let's charge the device."

You won't deny the idea has some appeal but you do not think it's wise to perform the charge without the Shattersong and Terra present.

"Well, they've helped so much already." Crain says. "Shouldn't we give them a break? And just think how impressed they'll be when they see it!"

You look for wine, or a bottle of spirits, or a large club, anything to calm the scholar's excitement until tomorrow, but when you turn back he's already climbing the ladder to the gyroscope, the vial of dark energy in-hand.

"Don't worry," he shouts. "If we die, they'll blame it on me. Probably hold a nice ceremony for you. Lots of weeping, I'm sure." He's inside the gyroscope now, gently laying the vial of energy on a metal track that leads directly into the device. It's supposed to reduce the chance for error, but with Crain at the helm, who can say. He calibrates the device's resonance dial to match the number you found in the book, and then, moving with breathless caution, he slides the vial incrementally toward the device.

Your muscles tighten. Your lungs empty. You can only see the back of Crain's head but he isn't moving. Then he jerks suddenly, and there is light.

A blinding flash rips from the gyroscope. The workshop is flooded. Searing brightness everywhere. You turn but there is no avoiding it, no escape. You brace for the pain, for the fire, the deafening explosion. But there is only the click of metal and the sound of two small footsteps.

You turn back and Crain is standing on the gyroscope's platform, the device singing in his hands. It's as large as he is, and its glass and crystal components are aglow with a pearlescent light, not at all like the black energy. Crain stabs the device into the wooden platform with a satisfying metal thunk, and he smiles.

"Wow, I can't believe that worked."

Rewards

New Scenario:
The Unfettered Seal 62

65.1 · Avalanche (6)

Conclusion

Clawing from the snow you find the mountain completely changed, its face wiped clean by the slide. You realize the avalanche didn't carry you as far as you had expected; you can still see the top from where you're standing, and you're not too far off. Unfortunately, with the snow cover gone, all that's left between you and the peak is a painfully steep cliff, and you're not equipped for that sort of climb. If you want to press on, you'll need to return with better gear: a harness and ropes and as many pitons as you can carry 11.

You do notice, however, that the avalanche has revealed something more. You spot a lone survivor of a storm a short distance to the east: some sort of ruined stone structure jutting out from the ground. It's not too far off, and might be worth a look 12.

Rewards

Gain 2 collective .

New Scenarios: **Snowscorn Peak** 11, **Temple Entrance** 12

65.2 · Unfettered Shard (41)

Some of the creatures flew off into the darkness, but you don't let that stop you. You return one broken piece to the altar, and a wave of light bursts forth, pushing back the oppressive black wall. Yes, there—you see a creature holding another piece. It vibrates with wickedness, but you are undeterred.

Special Rules

Move the shadow walls three hexes to the left, then spawn one elite Deep Terror at b. When this Deep Terror dies, instead of a loot token, it drops another piece of the altar.

In addition, spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
a: Two normal Deep Terrors. b: Two normal Night Demons.	a: One elite and two normal Deep Terrors. b: Two elite Night Demons.	a: Three elite Deep Terrors. b: Two elite Night Demons.

At the start of each even round, instead of spawning Living Spirits, now spawn one Night Demon at b.

It is normal for two characters, or elite for three or four characters.

Section Links

When the second piece is returned to the altar, read **17.1**.

65.3 · Crystal Enclosure (10)

From the outskirts of the spike clusters, you rush forward into the heart of them. Here even more Algox protect the largest of the conduits. One leaps forth and howls, and as she does so, ice forms around her, providing a protective shell. In her hands, the crystals form into wicked axes.

"May your frozen blood sing the song of our victory!" The Algox yells.

Special Rules

Open all doors 1. Place all characters and character summons, in initiative order, in the closest empty hexes on tile 16-A, then remove all doors and tile 13-A from the map.

Do not set up ice pillar a for two characters, or ice pillar b for two or three characters. Each ice pillar in this room has 4+(LxC)/2 hit points (rounded down).

66.1 · Ravens' Roost (32)

Before long, you emerge into a clearing. Here only one giant tree stands, but it is an old, barren thing, picked free of leaves and covered instead in flapping black wings. It's a nest—a writhing, fidgeting nest—and the birds call to you with a single voice.

"Oh, here you are, slow walkers. Warm bodies. We've waited long for you."

You watch as shapes drop from the nest like overripe fruit: humanoid bodies swarmed with wings and razor beaks—more of the fiendish humanoids from the fjords. They rise from the ground, gray bipedal creatures with clawed hands and grotesque feet, and fill the air with their screams. Well, you found your bird friends. Now to cleanse this place of the foul things.

Special Rules

The raven nest (a) has 3xCx(L+2) hit points and X, 10, where X is (L+1)/3 (rounded up). It is an enemy to you and an ally to all monsters.

At the start of next round and each second round after that, spawn one Shrike Fiend at the raven nest. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

66.2 · The Pass is Ready

"It's ready!" Pinter Droman shouts as he bursts into Satha's cabin, interrupting your meeting on the latest building projects. The excitable tinkerer opens his mouth as if to continue speaking, but only gasps for breath.

Satha leans back in her chair and winks at you. "What's wrong, Pinter, did you run all the way here from the Frozen Pass?" she asks with a smirk.

"No," Pinter wheezes, "I had to stop a couple times. But it's ready! The shortcut through the Frozen Pass is complete! I call it... Droman's Path!"

You helped Droman with this project on a couple of occasions, but you hadn't expected it to be done so soon. Thanks to a lucky landslide, Pinter's ingenuity, and weeks of backbreaking work, this shortcut could shave days off the dangerous trek through the Frozen Pass. Satha explained why this was so important: A shorter trip means more traveling merchants coming to Frosthaven, which in turn means more life-saving supplies for the beleaguered outpost.

Satha laughs in delight, clapping the breathless Quatryl on the back. "Great work, Droman! We'll send for some of the braver merchants to give this a test run as soon as we're able." She turns to you with a smile. "You helped build this path as much as anyone; you should be there to celebrate when the first caravan rolls through!"

The mayor's grin doesn't falter, but you're pretty certain you detect an edge in her voice, and you understand the unspoken end to her sentence: "—in case anything goes wrong."

Rewards

New Scenario: **Caravan Guards** 116

66.3 · Call of the Harbinger (56)

You expect it this time. As the altar crumbles beneath your blow, the shadow once again overtakes you, pushing you into the creature's dark home.

"A new morsel has arrived," it hisses at you. "You cannot hope to escape this place, so come. I welcome you into my embrace."

Special Rules

Place the destroying character in (a) or the closest empty hex to it and any of their summons and tokens in empty hexes adjacent to them.

The Harbinger of Shadow (1) is now active.

Section Links

When the Harbinger of Shadow is reduced to at most one third of its maximum hit point value (rounded down), read **100.2**.

Conclusion

Your ears fill with the sound of your own breathing: heavy, stinging, rib-pulling breaths. Your legs are full of acid, ready to seize, but you push through the pain and exhaustion, struggling to keep up with Moonshard. The shadows are close behind, reaching, stretching out. They will not let you leave, and even now, they claw at the edges of your mind, yearning for your fear. But then, all at once, you pass into open air and the cave behind you fills with frustrated screams. The fear is gone. The pain. You are beyond the terror's reach now, safe.

Outside the cave, it is late. Much time has passed since you entered the cave, and that sinks a lead ball in your gut. You realize just how lost you really were and that, had Moonshard not arrived when she did, you would not be alive.

Moonshard begins walking towards what you see is a circle of cloaked figures in the distance, all gathered around a small fire. You follow, and a voice calls out.

"How did you find them?" A female voice asks, anxious for news.

"Just like I said I would," Moonshard answers.

"In danger then."

"I believe my words were, 'about to get themselves flayed.'"

You move close to the fire and Crain hurries to one side, eager to warm his hands. His face is gaunt, skin paled. You have no idea what the Quatryl saw down there in the dark, but you hope it was not too much.

Looking over the fire, you can make out Moonshard's companion—a smaller Orchid—and you see that both her and Moonshard are quite old. The smaller one sits on a traveling stool and inspects you with easy purple eyes. Behind her are half a dozen other figures, each roughly the size of a human, and each hidden beneath heavy, wool robes.

"I am thankful for your service, as always, my friend," the new Orchid says to Moonshard. And then to you: "We have waited very long to meet you. My name is Terra."

"Well, ah, thank you," he says. He rubs his swollen jaw, trying to hide his suspicion. "But how is it you knew we would be here? Even I didn't know where exactly we were going this morning."

"Because," Terra explains, "I have seen this moment in my meditations for the last two hundred years." Crain's eyes widen.

"We have been planning for a long time," Terra explains. "All in preparation for the days that are now upon us—for the emergence of the Harbinger."

At the mention of this name, the cloaked figures all rotate their heads to the east. One of them adjusts its hood, a long, bone-white hand emerging briefly and then disappearing back into its sleeve.

"Our friends here are part of our preparations," Terra says. She gestures to one of the figures and it comes forward. "They are the Shattersong."

The figure lowers its hood and reveals itself to be a Savvas of a unique and rather incredible form. Unlike other Savvas, whose bodies take on a variety of ochre or brown or slate, this one is made entirely of quartz that glimmers with the reds and yellows rising from the campfire. It would be beautiful were it not for its black eyes that stare at you with cold disregard.

"We have been helping them," Terra says and rises to her feet. Her movements are slow, pained. It must have cost her a great deal to come here. "We have been fortifying this line of Savvas for generations now, providing them with only the purest of energy and sustenance and, because of that, the Shattersong are a lineage uniquely tuned to the thoughts and intentions of the Harbinger. Of malice and spite."

Terra shuffles around the fire, moving a little easier now. "But you." She raises her eyes, sharp beneath her arched brow. "You play a crucial role here as well. The Harbinger means to invade everything around us, to break through the seals that contain it." She nods to Crain. "But with your ingenuity," then to you, "And with your might and courage, we have a slim chance of stopping it.

"It's the best we can manage. The force we are trying to stop is far greater than any that exists on this plane. It is something of a miracle the Harbinger was ever bound at all, but there it sleeps, deep within the earth. In its dreams, it corrupts and plots its escape. Through its machinations, the seals grow weak."

Crain jumps up excitedly. "Yes, the seals! This is what I've been trying to tell them all along. Logren wanted to strengthen the seals, but we require a device made of star iron!"

Moonshard groans loudly. "Star iron is a myth used to lure gullible adventurers to their deaths. Don't worry, we'll get you the materials you need."

Rewards

Unlock ❦ class box.

Section Links

Add section 140.3 to the calendar in one week.

Conclusion

The crystal shatters with one final strike and the metal construct falls to the floor with a crash. All around you, the facility powers down, becoming silent as a tomb. You strip the place of as much metal as you can carry and head back to Frosthaven.

Rewards

Gain 5 collective ⚒.

68.1 · Xain's Gambit

Sure enough, Lurkers show extreme interest in polar bear meat. The proposition spreads by word of claw and Xain finds you on the street to deliver your gains, minus his fee.

"What did I tell you? Lurkers can't get enough of that fatty polar bear steak!" A realization crosses the Orchid's face. "I wonder if I can get the Algox interested in bottled seawater somehow..."

Rewards

Gain 50 collective gold.

68.2 · Elemental Cores (66)

Entering the portal, you are met with smells of fallen leaves and decay. It has been a while since you last breathed in such rich scents. The floor is crawling with vines, and boulders block a clear path. A powerful roar fills the air. Between you and the elemental core, a group of earth demons stand their ground.

68.3 · Depths of Delirium (27)

Special Rules

Do not set up altar (b) for two characters.

68.4 · The Collection (87)

Conclusion

The chaos of the room subsides, and you free the two brothers from their restraints. One of them doesn't look so great, but the other seems fit to travel.

"We must stop that monster!" One of the brothers pleads. "It steals the life force of its captives to prolong its own miserable life. I won't rest until all those it has killed are avenged!"

He picks up a weapon off the floor and starts toward a door at the far end of the room. You grab him by the shoulder, trying to calm him down. You explain that his brother needs medical attention and should be carried back to Frosthaven as quickly as possible. He nods, taking the task upon himself while providing you with directions on how to reach the Collector's inner sanctum.

Rewards

Gain 1 inspiration, or 2 inspiration if both brothers survived.

New Scenario:
Collection's Capstone (88)

68.5 · Page 21 Puzzle Solution

With the stables full, Crain has been content to observe the creatures of the North and write his notes for the past few days—a pleasant break from his usual, much more destructive style of research. After many days, he finally calls you over to his workshop to give you a report.

"I think I am finally ready to begin construction on the device," he says proudly. "With the help of everyone you have brought together for me, and getting nearly through Logren's journal, I think I have fully grasped the problem and can, in turn, devise a proper solution."

This all sounds great to you, but Crain's expression isn't quite as joyous as you'd expect.

"I just have one small problem remaining," Crain mutters and holds up his hand. He averts his eyes in shame as his hand at rest twitches uncontrollably. You can't believe you haven't noticed before, but Crain's whole frame trembles slightly.

"I could spend another month in recuperation," Crain says, "but I fear we don't have that kind of time. This needs to happen now, so I need one more thing from you—a good craftsman to help with the construction. See if you can recruit someone capable of this job, and we'll get this business with the Harbinger concluded."

You're about to object—to implore the Quatryl to put his own well-being above his research—but you see the determination in his eyes. Crain won't back down until this is finished, so you need to help him get it done as quickly as possible.

Rewards

Turn to the next page in the puzzle book.

69.1 · The Unfettered Seal (62)

Conclusion

The weight of your enemies is incredible. Not their physical weight, though that too is immense, but the weight they exert on your sanity. They are everything. They are the shadow itself, gathered all around you, lashing out. Tendrils sting the air, narrowly missing your already bruised body. Claws and pincers lift from the ground, deflected with barely an inch to spare. You have no doubt that the Harbinger's corruption, the pure menace that it contains, is awesome. But then, there is strength in your side as well.

A fountain of prismatic light shoots suddenly toward the ceiling and the ring of monsters flinch all at once. Crain has found his position, and his device is active like you've never seen it. The varied spokes, the crystals and cylinders of liquid, have taken to the air and are hovering several feet from the tripod, each one shining with a fierce, eerie brightness. The room responds in kind.

An immense sigil, a glyph made of pale blue light, appears suddenly above the cavern floor. It flickers as if unwilling to be summoned, but Crain's device is only warming up. The floating crystals and cylinders shift, some rising up, some lowering down, and in response, several more rings appear. These, however, are made of a dull sunny glow, like the light that the Shattersong reflect in the early mornings, and these rings vibrate with a heady, beating thrum.

The air in your lungs becomes warm. The spot in the back of your head settles. And the seal that holds the Harbinger at bay ignites into a renewed vibrant blue. All at once, new lines appear in the seal's design where before there were only vague shadows: a chain reaction that spreads all around the cavern, runes illuminating with ferocity. The ancient sorcery that keeps the Harbinger at bay is revivified, poured into by Crain and the Shattersong's power.

The demons, who had been skulking away, now shriek as they try to flee. Some that were standing too near to the Harbinger's seal are ensnared and their bodies collapse suddenly inward. The sight would be disturbing if it weren't for the bloom of light that covers their gruesome banishment. Within seconds the cavern is still, except for the new and constant thrum.

You lower your torch, partly out of fatigue but also out of relief. Crain comes to you, and, for a few moments, you both simply stare, watching the glory of it all.

Eventually Crain breaks the silence.

"We can do it," he says, no hint of his normal joking tone. "This really might work. Terra's plan. We just keep going, no matter what, we keep going." Crain considers his own words and when he speaks again there is a new sobriety in his voice, a new hardness. "But the next seal will be harder. It's not in an empty cave. It is near the Savvas source of life."

Rewards

Gain 1 prosperity.

New Scenario: **The Savvas Seal** (63)

69.2 · Depths of Delirium (27)

Something about this place is sapping your strength at an alarming rate. A green pain creeping behind your eyes. Destroying the altars dulls it a bit, but then it just comes screaming back, stronger than ever. You should not be here, but the only way to banish this agony is to keep moving forward.

69.3 · Call of the Harbinger (56)

The final altar crumbles, and the last of the shadow falls away from the creature. It is now exposed in both realms, and there is nowhere left to run for either side. It is time to finish this.

Special Rules

Place the destroying character in (a) or the closest empty hex to it and any of their summons and tokens in empty hexes adjacent to them.

The two Harbinger of Shadow figures no longer share hit points. Harbinger of Shadow (1) retains its current hit point value and is now active, but Harbinger of Shadow (2) now has Hx(C-1)/2, where H is Harbinger of Shadow (1)'s current hit point value. Harbinger of Shadow (2) is no longer immune to damage. The Harbinger of Shadow is considered dead when both figures are dead.

70.1 · The Dead Mile (37)

Undead are a sure sign that nothing good lies ahead. The creatures dwell where death and decay linger. It comes as no surprise, then, that shortly after leaving the undead behind you find more corruption.

Huge mounds of discarded skeletons have been heaped on either side of this hallway—the remains of humans and Quatryls, left here to molder. The smell is intense. Stale blood and dry rot stings your throat, but you must move forward.

As you do, you notice that other things are mixed in with the dead. Bits of metal and glass glimmer in the low light: cracked mechanical shells and half-bent legs, old tools ruined and tossed away. This is a junk chute, a tunnel where refuse is left for time to pick over. But not everything here has accepted that fate. The bodies are starting to move.

Several pale shapes shake loose from the piles. Metal arms and legs scrape their way out and, before you can think, several machines manage to pull themselves free from the mass graves. They clamber into the hallway like awkward puppets, and just behind you comes the familiar sound of spirits returning for another fight.

Special Rules

At the start of each round, spawn one Living Spirit at any empty starting hex. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Section Links

When door 2 is opened, read **81.5.**

70.2 · Retires

"My power is waning," the Boneshaper says distractedly. "The plane I draw life force from—it seems to be running dry."

You give the Boneshaper a quizzical look and they sigh with exasperation. "It has nothing to do with me. These things just happen—worlds and planes grow, live, and die, just like you mortals. It just happens on a much larger time scale so you don't notice it. I'm sure one day this plane will die, as well."

They stare into the sky for a moment, lost in thought. "Regardless, I must leave for a time, to search out a new, vibrant plane to draw from. I should be back shortly."

The Boneshaper stands and begins to fade from sight, before snapping back into focus and turning to you. "Shortly for me, anyway. You may be dead by the time I return." They shrug and then disappear.

Section Links

Add **89.3** to the calendar in six weeks.

70.3 · Ancient Spire (15)

Conclusion

It's over. The demon lies ruined beneath you, its life ebbing slowly out, but still, it speaks.

"Your efforts mean nothing. Our machinations are ageless. We will gather our power and turn this world to ash." It's glossy eyes swivel toward the tower above, and a terrible smile curls over its face. "Even now my kin prepare to destroy you mortal upstarts and your failed outpost."

The demon tries to laugh but the effort pushes it over the edge. The creature's body swells and then sinks down, breaking its physical barriers and dissolving into a slick of prismatic fluid that seeps through the grates below you, leaving only a greasy smear behind.

However, with the demon's passing you notice that the machines—what few were still hanging on—suddenly drop to the floor, dormant. A connection, perhaps, between them and the infernal creature.

Taking stock of the chamber again, you find two points worthy of inspection. First is a stairwell leading down, where a number of the automatons had been carrying their cargo when you first entered 23.

Second, the beam of light. Standing close to it, you can feel its sickly energy radiating outward, and yet there is a warmth to it that is not entirely repellent. It's like some immense tropical waterfall flowing in reverse.

Acting on a hunch, you grab a hunk of ruined machine from the floor and toss it into the light. It hovers there, begins to fall, and then vanishes from sight. A second later, you hear a soft metal clang from somewhere up above, and you understand. Teleportation magic is a fickle thing, but if you decide to investigate the upper levels of this tower, at least you now have a way up 24.

Rewards

Gain 1 collective, 1 collective, and 1 collective.

New Scenarios:
Spire Basement 23,
Upper Spire 24

71.1 · Deadly Pastimes (85)

You stare down at the odd, star-shaped tracks in the snow. You've heard rumors of a creature that could make something like this, but what is it doing here? And, more importantly, how did it escape? Buried in the snow, you also find a small pack with a few provisions.

Special Rules

The character occupying or adjacent to hex (f) gains two loot tokens. Gain "Brummix" campaign sticker.

71.3 · Scrap Pit (35)

"No good, no good!" Crain laments. "I must have picked that pile clean on my last visit. But that one over there looks promising" He begins to trundle off into the darkness, and you prepare to make up for his recklessness.

Special Rules

Crain's current goal is now debris (c), which is on the other side of door (1). If that door is closed, Crain can enter and open it.

Section Links

At the start of any round, when there are three damage tokens on debris (c), read **117.3**.

71.2 · Relief Effort (40)

Conclusion

When the battle is over, hardly a single shelter is left standing. Torn metal limbs, smoldering branches, and hundreds of iron bolts lay strewn among the wreckage. The machines have been put down, but the Snowspeakers have been pushed to the brink. Those that can walk shuffle around in shock, kicking the ruins of their crude shelters. Others just stand there and stare.

And yet, not all of them have fallen into despondency—one Algox still appears to have hope. She darts between the wounded, assessing each with the confident hand of a veteran healer, though she appears young. She's draped in a tattered leather parka, and her neck is adorned with half a dozen bead-and-bone necklaces that jangle when she moves. It doesn't take long for her to reach you.

"Oh the divine eye must still be on us. You arrived at just the right moment." The Algox greets you, introducing herself as Denpang. "I have a request to make of you."

It strikes you as odd that this Algox should act so warmly, especially since you played such a large role in her current predicament, but she has a certain optimistic bent that lends itself to quick trust. Or perhaps she can see the injury you carry—the scars that brought you here.

"Our current home, this camp, can't sustain us for much longer," she says, "especially with those mechanical things lurking around. So I want you to help us find a place where we can be safe. Our legends tell of an island far out north in the Biting Sea, a place called Frai'd Tog—the Shining Land—that will give us shelter from the Icespeakers and the other dangers of the mainland."

You can't help but show a little skepticism, since, from what you know, there is nothing in the Biting Sea but salt water and death, and it would seem you're not the only one who thinks so.

An older Snowspeaker—one with a splinted leg and a missing left hand—shuffles up to the conversation.

"Frai'd Tog is a pup's tale, young one," he growls. "It is for telling on stormy nights when the wind blows strong. It is not real."

The young Algox just smiles harder.

"It is real. I know it's where we must go. I have studied the legends, and I believe I know how to get there. Please, will you help us? Will you help find the island and make sure it's safe for our arrival?"

Rewards

Lose 1 inspiration. Gain 2 additional loot cards each.

New Scenario: **Blizzard Island** (48)

71.4 · Flotsam (73)

Conclusion

"Scaleless fools!" The Fish King roars. "I will retrieve the final piece of the scale and then crush your sad little outpost. I'll crush everything!" He thrashes about the water in anger and then disappears beneath the waves.

You return to Lihrey, rowing the boat as quickly as you can back to Frosthaven. Luckily, you get him to a healer in time, but he's in quite terrible shape. He'll need to spend some time convalescing before he can help in retrieving the final piece of the scale.

Special Rules

The scenario is complete.

Rewards

Gain 3 collective .

Section Links

Add **146.1** to the calendar in five weeks.

71.5 · Depths of Delirium (27)

72.1 · The Frosthaven Seal (64)

There is no avoiding the chaos. Demon bodies spill over walls, slick limbs clawing over each other to breach your line, hundreds of greedy hands reaching, reaching for flesh and skin. Arrows fly into the horde like rain and evaporate. The enemy is relentless. Even as you defend one wall, another cries out for aid. Men and women shout, fleeing from demons that have breached your flank, and all the while, you must protect Crain and the Oak.

Now and then, you spot heroes rising above the madness. Satha, atop a crumbling roof, howling orders at her guard. Moonshard, flitting between the waves of carapace, splashes of black gore flying in her wake. Even Terra takes up the fight. She moves slowly and carries no weapon, but any demon that approaches her is cut down with the flick of her wrist, an unseen blade shearing their bodies in two.

Even still, the battle never slows. Armor breaks. Leathers tear. Swords snap against twisted carapace, and guards resort to their fists. Frosthaven fights with everything it has, and so do you. The few souls that populate this outpost, the hardened and lost, you all fight together, unblinking against a grisly tide.

At some point, you can't be sure when, there comes a pause. The constant chatter of shrikes and phantom screeches that fill your ears, tormenting you, suddenly eases, and a deep, primordial dread blooms in your stomach: a cold fear spreading. It is here.

You must protect Crain.

You turn. Move for the temple. Run. Faster. Faster still. You leap over dropped logs, maimed bodies. You race, you sprint, you charge for the doors—they are so close. But the ground swells beneath you and the temple of the Oak rises up. The earth itself, the temple's courtyard, billows skyward, and then, like an immense barrel of powder thrown into a bonfire, it bursts wide. Brick and timber and stone explode, and debris crashes everywhere. Rocks sink through buildings like cold meteors. Human and demon bodies tumble like dolls. The Oak itself plummets to the ground a dozen feet away, completely uprooted, broken.

What stands in its place is impossible. What stands in its place wrenches at the base of your skull, upending a basic principle of this realm. A violation. A gargantuan gnarled limb, molded from abyssal black shell—a colossal, jointed obelisk—has burst from the ground, a spider's leg large enough to annihilate the entire outpost.

"It's only a part of it," says a weak voice—Crain. He's limping out from some nearby wreckage, his contraption now reduced to a single leg that he's using for support. "The seal is complete, but I couldn't stop this. A part of the Harbinger broke through. It's trying to destroy the seal."

The limb swings downward like a living tower and crashes through a line of guards, scattering them like sticks.

Screams.

Terror boils over, a black stew, smothering the flame of battle.

People drop their weapons and flee. This is an impossible fight. Terra was right: this force is beyond any mortal. No one could contend with such a thing. But if that's true, why are you marching toward it?

Frosthaven is nothing special. This place—an outpost—it's nothing but a few rough buildings huddled against the cold. It's a town for the weird and the lost, for people rejected from better places. It is no kingdom. No glory lives here and no bards to sing its name. But Frosthaven is your home and you will not let it fall. No, you will not.

Special Rules

Relocate all characters, character summons, and Guard Captains from any of the outer tiles to the closest lettered hexes on tile 15-A, or the closest empty hex to them if they are not empty (e for tile 7-E, f for tile 11-E, g for tiles 2-A and 2-C, and h for tile 13-E), then remove these tiles and everything on them from the map.

At the start of each round, spawn one Burrowing Blade at g. It is normal for two characters, elite each second spawn for three characters, or elite for four characters.

Replace the tree with the Vestige of the Imprisoned God. It occupies all three hexes the tree did and is immune to forced movement. All its attacks can target figures at any range but are considered melee attacks.

Boss Special 1

The Vestige of the Imprisoned God performs:
+0,

Boss Special 2

The Vestige of the Imprisoned God creates 1-hex difficult terrain tiles in the hexes occupied by each character. If any of those hexes is already difficult terrain, it is replaced with hazardous terrain instead. Then the Vestige performs:
3
2, all, 3
At the end of the round, any character who did not attack the Vestige this round suffers trap damage.

72.2 · Deadly Pastimes (85)

Though it's hard to tell at first, once you get up close, you see this poor adventurer is a woman, so clearly not the guy you're looking for.

72.3 · Furious Factory (109)

With the final console destroyed, the alarms have somehow become even more strident. The crystal briefly recedes beneath the ground, and then, a hulking contraption holding the crystal in its chest rises in its place. Of course it can't be easy.

Special Rules

Replace the glowing orb with one Steel Automaton. It is normal for two characters, or elite for three or four characters. This is the Central Processor.

73.1 · The Collection (87)

After searching the cages and not finding your quarry, you move deeper into the facility. You enter some sort of laboratory and find both of the brothers. They are tied down in the center of the room, a circular machine of flames and blades spinning between them. "I see you have found my latest experiment: humans. They have proved to be the most valuable of all of my subjects. Not so willful."

The two young men see you and cry out for help, while also trying to fight off the spinning death robot.

Special Rules

The Flaming Bladespinner cannot perform move abilities and is immune to forced movement.

a and b represent the brothers, allies to you and enemies to all monsters. Each has Cx(L+2) hit points and a base attack value of 4, cannot perform any move abilities and is immune to forced movement. At the start of each round, reveal one Boss monster ability card to determine their actions, with a being lower than b in initiative order for the purpose of focusing. Whenever they perform an attack ability, only brother a performs it, unless he is dead, in which case brother b performs it. If both brothers die, the scenario is lost.

Boss Special 1

One brother performs:
+0

Boss Special 2

Brother b performs:
2, all allies, 2

73.2 · The Savvas Seal (63)

Conclusion

These Savvas will never relent. Not while you threaten to cut off the corruptive influence of the Harbinger. This evil force has spent centuries fostering these beings of rock, grooming them into an army. And now you will set them free with one fell swoop.

Crain's device has finished: the rings of white now hum above the Harbinger's seal and the ancient magic is recharged in full, turning a deep vibrant red. You expect the Savvas to keep coming, to lash out at you with even more fury, but something in them has changed.

With the seal now at full strength, the stony warriors move with less vigor. There is confusion in their eyes: confusion and pain. You've done something to their power. Then a noise—a shout—so loud it carries over the battlefield like a bell reverberating off the high dome above—the Shattersong have spoken. One of them has just shouted a single word, but in a tongue you cannot understand.

The few of the Shattersong who helped carve the tunnel, move into the center of the dome. There is no ignoring them. They stand proud, their crystalline bodies pulsing along with the seal's red thrum, their dark eyes lifted up. Even the most grizzled Savvas stop and watch them.

With the source of corruption cut off, the Savvas now listen to their crystalline brethren as they explain the terrible will of the Harbinger and how the Shattersong live apart from its influence. The Savvas civilization is not doomed, but has been set free. There is confusion, of course, but also acceptance. The Shattersong resolve to remain here; to help lead the Savvas in a new direction away from malevolence that sleeps below them.

A moment later, Crain appears at your side, his large contraption folded under his arm. But there is a paleness to his skin and his eyes are wide with worry.

"About our discussion from earlier," Crain says quickly. "I know where the third seal is, where the Harbinger is pouring all its energy."

He shakes his head, seeming to search for another answer, hoping there is a mistake in his calculations. You tell him to say it, and so he does, low and in a hoarse whisper: "Frosthaven."

Rewards

Gain 2 prosperity.

New Scenario:
Frosthaven Seal (64) Place this scenario sticker over building 42.

74.1 · The Frosthaven Seal (64)

Conclusion

You aren't sure when it happens, when the thing—the segment of the Harbinger—stops. You only pause to breathe through the fire in your lungs and realize that the world has gone quiet.

The behemoth is still. Its body is a colossal, broken steeple. Sickly black slime oozes down its side. Its shell is cracked, dented, battered, feathered with arrows. It will fall. It will come crashing down directly where you stand but there is no running. The wounded lay scattered and they know it too—you all do. Your body is wasted. You can barely breathe, much less flee, and somehow this feels right. It is done. Frosthaven will stand. You just hope whoever the capital sends next, those unwitting souls, you hope they learn to love this place as you did.

The shadow grows. The abyssal body tips and falls and your mind goes back to your first day here. You remember Satha, how she smiled despite the flames. The Algox. The snow. You've never said anything before, but you've learned to appreciate the snow, especially on those quiet nights when everyone is asleep and the flakes fall big and downy like cotton, how they sizzle in the guard's torches like so many whispering moths. You will miss it.

"Begone," a voice cracks. You open your eyes and see Crain and Terra. They're kneeling over the Harbinger's seal, their hands pressed down into the vibrant purple light, manipulating some remnant of Crain's device, re-engaging it. A burst of light pulses from where they're touching and spreads outward. The black obelisk, the falling immensity of it, slows, stops. It hangs, suspended only feet above you, held by the light of the seal.

The energy grows. It splinters over the obelisk, zigzagging arcane bolts, covering the slick colossus until the whole of it is vibrating with volatile energy. Standing this close, with your face tilted up: it's like standing next to an eclipse. The light grows. Everything shakes, cracks, and all at once the limb rips out of this reality entirely. Gone. In its place is dust and a cleaved shell.

For a time no one moves. Everything is ruined. Fire gutters in the distance. The outer walls are flattened and heaped with demon bodies. Clouds have gathered overhead, ambivalent to your struggle, and a new snow has begun to fall. Soon it will cover everything in a fresh, cleansing powder.

People stir. Guards lift their comrades from the dirt, slowly, cautiously, and seek out the injured. Fires are dowsed. Satha, limping but alive, barks orders and marches past.

Cooks make for the stores and emerge with casks.

Crain ambles over, slaps a hand against your back, but he says nothing. You both watch in silence. Here is a town, a tiny settlement, carved inch by inch out of the wilderness. For half of the year, it is cut off and wholly unreachable. It has survived demons and ghouls and every wild beast that walks the north. It has survived the wind and the storms and the darkness itself. And now you watch as, once again, Frosthaven rises.

Rewards

Gain 3 morale and 3 prosperity.
Gain 3 ✓ each.

Open the scenario flowchart window to the right of The Frosthaven Seal (64) and apply the sticker over the completed scenario.

74.2 · Upper Spire (24)

Well, it worked last time. You keep your eyes open this time so that you can see the new foes materialize around you.

Special Rules

Place any figure occupying a corridor on tile 8-A in any empty corridor hex on tile 4-B. From now on, whenever any figure enters a corridor hex on tile 8-A, after applying a numbered effect, place them in any empty corridor hex on tile 4-B (if able), and apply a numbered effect for it, as well. No figure can travel from tile 4-B to tile 8-A, and there is no line-of-sight or focus between rooms. Character summons on tile 8-A focus on the nearest empty corridor hex.

Section Links

When all revealed enemies are dead and any character occupies a corridor on tile 4-B, after applying any numbered effect, read **12.5**.

74.3 · Unfettered Shard (41)

Conclusion

You plunge the final piece of stone back into the pedestal and the night demons are pulled back into their ancient prison. The room settles into renewed quiet.

With the shard now in your possession, you find little reason to stay in this part of the catacombs. You pocket your treasure and start the long journey back out of these tunnels.

Rewards

Gain 15 gold each.
Gain 2 collective . Gain "Coral Shard" campaign sticker.

Section Links

Read **36.7** now.

75.1 · Heart of Ice (4)

Read this narrative text if Algox Scouting (2) is complete.

With the final group of guards dispatched, you move forward into the heart of the mountain. The central chamber opens like a cavernous maw, ice and blood and bodies writhing in battle. In the center of the room hangs an enormous shard of pearlescent ice, and for a moment, you simply stare at it. The shard rotates slowly in the air, held aloft by some otherworldly means. Clearly, a great power does reign here.

Your Algox companion steps forward, drawing looks of both terror and relief from those already in combat. Their eyes move over the chamber floor and lock onto a large figure standing on the other side: a huge Algox who has just emerged from another passage—the other chieftain, who tilts their head back and releases a long, angry roar.

Your companion roars back and the two chiefs charge and crash near the center of the room, blasting open a gap in the battle. Both are clearly more skilled than the other fighters, and each moves with a surety gained from authority. Thunder cracks around the Snowspeaker, and the Icespeaker bludgeons the air and ground with brutal strikes.

You only get a few moments to observe the fight before you notice that several of the combatants are waiting to see what you do, but you can afford to wait no longer. If you're going to buy security for Frosthaven, you'll have to help finish this fight. It's time to pick a side.

Read this narrative text if Algox Offensive (3) is complete.

You move up into the main chamber to see the two chieftains locked in mortal combat around the massive crystal of ice in the center of the room. The Algox behind you no longer give chase. They are waiting to see what you do, but you can afford to wait no longer. If you're going to buy security for Frosthaven, you'll have to help finish this fight. It's time to pick a side.

Special Rules

The Frozen Fist and Snowdancer are enemies to both you and each other. Draw a separate Boss monster ability card for each one each round. All other monsters cannot focus on or target either boss in any way, and vice versa. If either boss dies and the scenario goal is not fulfilled, the scenario is lost.

75.2 · Skyhall (19)

Scenario Goals

The scenario is complete when all six dark fogs have been destroyed. At the end of that round, read **58.1**.

No matter how many wraiths you destroy, the tide never seems to ebb. They rise like infernal vapor and come at you, each one more furious than the last.

"Something is wrong," the chief huffs. "No Snowspeaker could control so many spirits. There must be something here that spurs their anger." He raises his fists in the air and beseeches them. "Show me what is wrong, spirits. Please, tell me what I must do!"

The answer comes in fitting form. The ground shifts violently, your feet nearly sliding out from under you, and a huge shard of ice breaks from the ceiling, crashing into a pillar below. The icy plinth shatters, but something is revealed beneath it—a glowing crystal of black ice jutting upward like a thorn.

"There!" The chief shouts. "They have corrupted Skyhall itself. We must purge their devilry. Destroy the pillars."

Special Rules

Replace any one altar with dark fog.

All altars can now be damaged. Each has Cx(L+2) hit points. They are enemies to you and allies to all monsters. Whenever any altar is destroyed, replace it with one dark fog.

Each dark fog has Cx(L+2) hit points. They are enemies to both you and all monsters, with an initiative of 01 for the purpose of focusing.

75.3 · The Way Forward (38)

Special Rules

The emissaries on the spirit plane now focus on moving adjacent to the glowing orb.

Section Links

Return to **23.1** to reference its special rules, if necessary.

76.1 · Relic (79)

You still have a ways to go to get out of the cave with the cube. While you were dealing with the ice creatures, more of them were lurking around the exit, which malicious undead have now blocked with walls of ice. You realize you will need to use the cube to break through.

Special Rules

If sled (b) moves at least one hex and is blocked by either ice pillar (d), then it destroys that ice pillar.

Section Links

When either ice pillar (d) is destroyed, read **85.3**.

76.2 · Black Memories (121)

You move into the final room of the crypt. As the psychic energy increases its pressure tenfold, you expect to confront the Mindthief, and perhaps another cobbled-together contraption.

Instead, you're faced with nothing. A dark room, empty, even of ghosts.

Upon closer inspection, however, you notice a darker patch in the floor. There's a hole. Its circumference is only large enough for one of you to descend at a time.

Section Links

The first time any character enters dark fog (a) or (b), read **100.1**.

76.3 · Mindthief Found

It's been many weeks since you hired her, but Kefra the tracker finally returns to update you about her search for the Mindthief.

"I've found your quarry," she says. "Or rather, evidence of her. Around the outskirts of the city of Gloomhaven, far to the southeast, is an old burial mound called the Black Barrow. There have been reports of individual Vermlings behaving strangely, but the local colonies are avoiding the place. Travelers nearby have also exhibited the same symptoms as the guards the Mindthief was experimenting upon."

That sounds promising, but Kefra warns that the road to Gloomhaven is long and arduous. It may take extra time to travel there and back.

Rewards

New Scenario: **Black Memories** (121)

77.1 • Page 24 Puzzle Solution

Everything is set. Crain's gyroscopic workbench is prepped. A vial of dark energy hums on his desk. And the device, the one that will create these symbols of power, is mounted inside the gyroscope, waiting to be charged. From here it looks like a ship's wheel bolted atop a tripod, but instead of wood, the wheel is made of all variety of crystal and glass and metal.

You and Crain are seated by the fire, texts and documents stacked all around as you try to unknot the final riddle from Project Source: the calibration instructions.

The workshop has been quiet for an hour, except for the occasional crackles from the fireplace, when suddenly Crain lunges up from his chair and lets out a groan.

"I've hit the wall," he says. "My brain is a bag of oats. It's bad now. Bad brain, that's what I've got. Maybe it was those caves, you know? Not easy on the mind, all that hallucinating and whatnot."

He lurches over to the fire and prepares another pot of tea. You turn your attention back to the book. The riddle, you assume, was left as a sort of protection: a final bit of cypher to prevent the wrong person from replicating Logren's work. The cypher itself isn't terribly difficult, but you've not been able to figure out where to draw the reference material. You pull over Crain's notes and see if, somehow, it makes sense this time.

Rewards

Turn to the next page in the puzzle book.

77.2 • The Collection (87)

"Willful, willful Lurkers! They have an abundance of stamina and intelligence, but accompanied by such willfulness! When I tried to drain their energy, their psychic power nearly tore me apart from the inside. Horrible creatures!"

77.3 • Algox Scouting (2)

Conclusion

The ice barrier shatters with a great ear-splitting crack and you look down through the hole to a chamber far below. A stone floor covered in strange runic symbols and a spiral of pedestals radiating out from its center—Skyhall, it would seem. However, it's much too far to simply jump.

"Ha! Finally it's open." You turn to see the Algox you rescued staring forward. She nods with a confident, satisfied frown. "Those foul Icespeakers cannot hope to keep this mountain now."

She bends down and grabs a handful of snow, testing it between her fingers. Satisfied, she brings it to her face and whispers. The white powder flies from her hand and swirls around her. Whirling like a miniature storm, the snow lifts her off the ground and carries her gently down through the hole.

"Ah," the Algox calls to you from below, "Are you not coming? Plenty more Icespeakers to kill."

On cue, the snow around you swirls into a great eddy of white and lifts you like a leaf, carrying you down through the opening just like the Algox. As you float down, you get a grand view of the majestic open cavern that must be the Skyhall. It is a circular layout of stone seats with a raised platform in the center that holds an ornate altar.

The priest is doing something at the altar—perhaps praying—when you land, but she quickly turns and introduces herself as Lanprul, explaining the situation.

According to her, this mountain—Snowscorn—is a site of great religious significance to all Algox. However, the clans in the area are divided into two rival factions who disagree violently over how to communicate with their god. The Snowspeakers—led by the priest in front of you—believe their god speaks to them through the snow falling from the heavens, while the Icespeakers—or "dirt-lovers"—claim to commune with divinity through ice that emerges from the ground below.

Currently, the Icespeakers inhabit the mountain, but when their war party went out to attack Frosthaven and returned battle-weary, the Snowspeakers used the opening to launch an attack of their own.

"But there is no more time for speech," she says decisively. "The battle must be raging in the mountain's heart, so if you want my help, we must head there with all haste." With that, the Snowspeaker chieftain turns and moves to a tunnel leading deeper into the mountain.

You're not sure which side you should take here, but you know this information is valuable. If you can help turn the tide in the Snowspeakers' favor, you might be able to broker a truce with the victors. You follow the priest deeper into the mountain, wondering whether this is what Satha had in mind.

Rewards

Gain 1 ✓ each.
Place map overlay sticker W on the map in location W (M7).

New Scenario:
Heart of Ice 4

Locked Out Scenario:
Algox Offensive 3

78.1 · Abael Stash

You open the chest and find all manner of books and art created by the Abaeli in their own language. You decide it's not worth your time to weigh yourself down with this stuff, but one piece of art does particularly catch your eye. It depicts a beautiful, expansive Abael underwater city and above it, completely and utterly dwarfing the city, a massive scaled serpent swims. This must be the Leviathan, but you got the impression that the thing was long-dead. This piece of art looks relatively new. It could be a bit of fantasy, of course, but it makes you wonder what giant, god-like creatures may still be down in the depths of the ocean.

78.2 · Glowing Catacombs (9)

You continue on, passing into the next chamber to find a narrow cavern where fallen stone has made it difficult to traverse. Here the green light is even stronger, and a warm breeze jostles the dead air. It's not entirely upsetting, this warmth, but you gird yourself nonetheless. Beyond your footsteps, there is silence.

Section Links

When any door 2 is opened, read **26.1.**

78.3 · Corrupted Camp (39)

Special Rules

Reduce the Algox Guard's current hit point value to (L+X)x2 (if able), where X is the number of damage tokens on door 3.

78.4 · Garden Built

Once complete, the garden draws young and old alike to contribute to its maintenance. In the summer, it will grow arctic flowers and edible green tin-berries; in the winter months, root vegetables and squash.

Among the rows, you greet Listeritus, a Savvas who is busy tending to tea plants. Guiding you around, its rocky face tranquil, Listeritus queries you about your collection excursions outside of Frosthaven. "If you'd like to plant a sample of what you find here, you will be able to propagate more of them for your use."

Listeritus is patient with your many gardening questions and ends the day brewing you a cup of tea. As a Savvas, Listeritus only consumes rocks, but it enjoys the scent just the same. "It is transporting," Listeritus says, closing its eyes and leaning over the waft of steam, evidently glad for a break in a busy day.

Rewards

Add event SO-57 to the summer outpost deck and event SR-46 to the summer road deck.

79.1 · A Giant Block of Ice (72)

Conclusion

The giant sentinel's runes go dark as its lifeless mass collapses to the floor. Getting the ice block outside turns out to be much easier now that everything is not trying to "eradicate" you.

You load the bulky block onto the Cinnabar and Lihrey takes some time to inspect the ice-encased piece of the Leviathan scale. He uses his instruments to take some readings, then frowns and gives a little cough.

"This ice is magically imbued. I unfortunately cannot melt this here, I need to get this back to the workshop in Frosthaven." Melted ice here or melted ice back home makes no difference to you. You're just happy to finally rest after that endeavor.

Rewards

Gain 1 ✓ each.

New Scenario: **Flotsam** 73

79.2 · Underground Station (96)

Conclusion

You rush down the staircase and away from the automated systems hell-bent on your demise. They stop where they stand, uninterested in chasing you farther underground. With no place else to go, you continue your way through the passages. You're about to give up and brave riding the rail line back home when the corridor opens into a wide lobby of sorts. Rushing around are small robots, scrubbing and polishing the metal floor to a pristine shine.

A set of elongated metal arms strapped to the ceiling pivots around, twisting and analyzing you from a distance. Satisfied with its evaluation, it addresses you in a modulated robotic tone: "UNCLEAN CONTAMINANTS WILL BE PURGED FROM THE PROGRAMMING CLEAN ROOM."

Rewards

Gain 1 morale. Gain 5 ✸ each.

New Scenario:
Program Control Nexus 97

79.3 · Collection's Capstone (88)

The next room holds several more cages filled with Lurkers. As you start to walk through the room, the cage doors swing open. The screeching noise swells as they skitter out toward you.

Section Links

When door 2 is opened, read **25.1**.

79.4 · Page 16 Puzzle Solution

A single row of metal shells—Unfettered brought back from your latest foray—lie arranged on the floor of Crain's room. Each one is damaged beyond repair, crushed or pierced, destroyed in battle or by the elements. He stands over them, scribbling in a book. An oil lamp on the floor casts his shadow against the far wall.

"Makes you wonder what else we've forgotten," he says. "Metallurgical technique," he taps an Unfettered foot with his lead stylus. "Automated mechanics," he taps a head. "The Unfettered were built by Quatryl some time ago. But their construction, how their limbs are joined, the way they move—that's all been lost. Look here." Crain turns over one of the machine's breastplates and shines his light where it's been pierced.

"This metal is treated." He angles the metal and it shimmers like fish scales. "That's why they're so strong; why they don't rust. Logren mentions it in her study. She said her team used this treatment when they worked on the symbol of power." This is the first you've heard of such a thing, and it sounds like something that will require another quest.

"The symbol of power is everything," Crain waxes. "But it isn't an object at all. It's a symbol, a seal, and there's more than one of them. But they are created with an object." Crain leads you to his desk, where a drawing of a three-legged contraption is featured prominently.

"The symbols of power, the seals, are created with this device, but in order to build it, I still need a few things. The most pressing, I believe, is this." He pulls out Torfi's journal, turns a few pages, and taps on an illustration of a cuboid stone, a mineral of some sort. "Star iron."

Your eyebrow rises skeptically.

"I didn't name it—you can blame my ancestors for that. But I do have a way to detect it, so we won't be going in blind." He directs you to the far end of his bench where a small cage is sitting, all strung with cord and glass vials. You saw it when you first entered, but you'd taken it as garbage. "This can detect the metal within a relatively small radius. It's nearly ready. And I know it sounds risky, I know what's in the Copperneck Mountains, but—" Crain hesitates. His voice becomes low, serious. "There isn't a way around it. This will be hard, very hard, but we need to do it."

Rewards

New Scenario: **Life and Death** 61

80.1 · Fleeting Permanence (52)

80.3 · Guardian's Temple (110)

Conclusion

With a thundering explosion, the final rock column comes crashing to the ground and you can feel the electricity leave the room. The thundering, however, doesn't stop. The entire cavern begins to shake, stalactites fall, and you realize this whole cavern will soon collapse in on itself.

With what little time you have left, you leap forward and grab the scroll from the now defenseless altar, and rush back out the way you came. Everything crumbles right behind you as you race up to the surface, finally bursting from the mouth of the cave along with a heavy cloud of rubble and dust.

Rewards

Gain "Rose Gauntlet" 1075 blueprint.

80.2 · Change of Heart (55)

The Heart of Ice levitates in the air just as it did all those weeks ago—a great, pearlescent shard suspended just above the floor. It will need to be cracked open to drive the Unyielding Shard inside.

"You should not have returned," a booming voice calls out. You recognize the new Algox chieftain as the one who fought against your mission of peace. "This mountain is ours now. And we will not rest until you and all other heretics have been destroyed!"

Gurndel offers you the Unyielding Shard, her breath ragged from the fight. "We are too worn for this. You must reach the Heart of Ice and embed the shard yourself. We entrust you with this task, warm-bloods."

She hands you the relic and you feel its power surge through your limbs. A wave of clarity washes over your mind—a centering force that calms your breath and brings to you a new focus.

Special Rules

The large ice crystal has 4xCx(L+2) hit points. It is an enemy to you and an ally to all monsters.

If the ✊ class box is unlocked, set up the ✳ miniature and use the Snowdancer boss stat card. Otherwise, set up the ✊ miniature and use the Frozen Fist boss stat card. For the purpose of its abilities, the Boss treats all elements as strong.

80.4 · Ancient Coin

You settle into a booth at the Boiled Crab tavern, ready to reveal the mysterious coin you found to the Vermling proprietor, Dinah Snapclaw. Before you have a chance to get her attention, your almost-friend Xain catches your eye. He rushes over, excited.

"Oh wow—you found one, didn't you? I can see it on your faces. You found one of those pirate treasure coins?" You place the ancient coin you found onto the table and his jaw drops. He hollers to Dinah across the room. "Look what they found! One of those coins! We're going to be rich!"

You join Dinah in frowning at Xain. "What? Would we even be this far were it not for my expert matchmaking? That's what businesspeople call a 'finder's fee'. Look it up!"

She ignores him, scooping the coin off the wooden table. "Let me see. Hmph. Yeah, this is one of them." She drops it unceremoniously back onto the tabletop, then loudly clears her throat as she walks off to service another table.

"Oh, she's excited. That's her excited walk." Xain rubs his hands together, looking at your party across the table. "What are you going to spend your share of the treasure on? Because I actually have a business idea I've been meaning to tell you about…"

81.1 · Random Scenario

You lift the massive chunk of stone to inspect it and note its specific, wedge-like shape and smooth edges. This stone has a purpose, you realize. It is a keystone—the top of an archway—the stone on which all other stones depend for support. And somehow, though you're not sure why, you know where it goes. Or rather, what you need to do to get there. As you meditate on it, a path forms in your mind—instructions, which, if you were to follow them, would lead you to the archway that is waiting for this stone.

Rewards

New Scenario:
Guardian's Temple (110)

81.2 · Infiltrating the Lair (75)

At the far end of this narrow hallway, you see many Abeali rushing toward you to defend the castle. That ceiling must come down to stop their approach.

Special Rules

When any character ends their turn adjacent to either (a), the hallway is considered blocked. Any enemies occupying either (a) die.

Section Links

The first time a hallway is blocked, read **167.3**.

81.3 · Crackling Tunnel (31)

Conclusion

You leave a trail behind you: heaps of metal discarded to either side of the tunnel, ruined machines marking your way back. You dispatch the last of the defenders and continue on your way. The tunnel extends onward.

You begin to notice changes in the structure. There are fewer signs of traffic and the ancient walls look pristine.

Whatever is housed down here, it was clearly important long ago, but has long since been forgotten. It looks as safe a place as any to take a rest.

Rewards

Gain 5 ✹ and 10 gold each.

New Scenario: **Unfettered Shard** (41)

81.4 · Tome of Life

You encourage Eddica to join the ritual just in case. At her instruction you stand on two runes drawn with salt on the hardwood floor. She completes the majority of the incantation from behind her desk, but joins you for the last few words, stepping into the salt-circles.

"Here goes," she says, finishing the spell and shutting her eyes tightly. It doesn't seem to hurt… *ah, there it is.* Eddica collapses with a gasp to the floor. When she reopens her eyes, she smiles. "It worked…"

Rewards

For the next scenario, the selected character raises their maximum hit point value by 2.

Gain "Tome of Life" 218.

Do not resolve an outpost event this week.

81.5 · The Dead Mile (37)

You've turned the hallway into a scattered mess of broken bones and dashed oily flesh, and yet, the dead keep coming. You run and burst into the next section of the hall only to find more piles of dead. To make matters worse, several of the gauzy ethereal shapes from before are materializing in the air—more wraiths, shrill and wanton.

Section Links

When door (3) is opened, read **144.1**.

Special Rules

Remove everything on tile 7-F from the map, except door (1), connect it to the right of tile 7-H, and set it up as shown. If any character or character summon is removed in this way, place them, in initiative order, in unoccupied hexes closest to door (1).

At the start of each round, instead of spawning Living Spirits, now spawn one Living Bones at door (1). It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

82.1 · Haunted Vault (17)

Conclusion

It is no small feat to face down a room full of wraiths and live to tell about it, and yet here you stand, victorious. With the spirits gone, you turn your attention to the next-most pressing matter: treasure.

You pry open the chest without any trouble, and inside you find a stockpile of treasure from an age long past—gold coins and rare baubles made from silver and brass. You raise your torch and survey the mound in glittering warm light, but as you do, you notice that just behind the dais on which the chest sits stands another door. Much like the others, it's covered in a complex iron mechanism; however, unlike the other doors, this one has been decorated with an intricately carved relief.

Rewards

Gain 2 ✓ each.

New Scenario:
Depths of Delirium (27)

82.2 · Life and Death (61)

As your strength wanes, the strength of your companion only seems to increase, as if she is unaffected by whatever malaise grips you. As if she feeds off of it. With every swing of her massive axe, she grows stronger.

Special Rules

From now on, all monsters add +1 to all their attacks targeting characters or character summons, and Moonshard increases her attack value to L+3. All characters and character summons still gain disadvantage on all their attacks.

Section Links

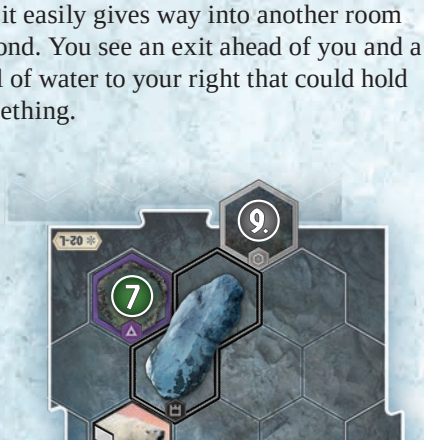
When door 3 is opened, read **97.3**.

82.3 · Deadly Pastimes (85)

Special Rules

If you are occupying tile 2-L and tile 2-J is unrevealed, read **194.1** instead.

You ram the wall with your shoulder, and it easily gives way into another room beyond. You see an exit ahead of you and a pool of water to your right that could hold something.



82.4 · The Lurker Problem (78)

Scenario Goal

The scenario is complete when all revealed monsters are dead. At the end of that round, read **187.2**.

Special Rules

At the start of each round until the elite Lurker Soldier is dead, spawn one Lightning Eel at b. They are normal for two characters, elite each second spawning for three characters, or elite for four characters.

Confident you're on the right track with the acquisition of the fishhook, you exit the alcove into the final cavern, a desolate space filled with ankle-deep water. As per usual, you're faced with a cast of Lurkers. They draw back at the sight of the weapon, then clatter forward, even more furious than before. With no instructions to dictate you this time, other than a simple, "Stab Lurkers with hook." You fan out to meet them.

83.1 · A Contained Fire (89)

You enter a massive courtyard and immediately notice a fantastically large statue at its center. The impressiveness of the monument's scale is matched only by its intricate, dismaying form: A gigantic, muscular figure of an Algox carved in ice stands triumphantly atop a stone pile of bodies rendered in obvious agony. Even through your shock at this artistic composition, you can't help but notice the Algox guards patrolling the area. They've certainly noticed you.

You also spot two ridges overlooking this grim scene. You reason that either would make a great place to relocate and attack from but, of course, that's where Algox archers are already stationed. Terrific.

Just then, you hear a shout come from the base of the statue.

Special Rules

Door 2 is locked.

All attacks performed by a figure occupying either tile 1-A or 1-G targeting a figure occupying tile 10-D gain advantage. Conversely, attacks from tile 10-D to either tile 1-A or 1-G gain disadvantage.

Altars a and b cannot be damaged at this time.

Section Links

When a character ends their turn adjacent to ice pillar c, read **36.1**.

83.2 · Upper Spire (24)

Seeing no other opportunity for advancement, you close your eyes and step into the red beam. For a moment, you feel weightless, and then gently your weight returns as your feet settle into a new floor. It was almost a pleasant experience, but then you open your eyes. You have definitely arrived somewhere new, and this place is also swarming with demons and machines.

Section Links

When all revealed enemies are dead and any character occupies a corridor on tile 8-A, after applying any numbered effect, read **74.2**.

Special Rules

Place any figure occupying a corridor on tile 15-D in any empty corridor hex on tile 8-A. From now on, whenever any figure enters a corridor hex on tile 15-D, after applying a numbered effect, place them in any empty corridor hex on tile 8-A (if able), and apply a numbered effect for it, as well. No figure can travel from tile 8-A to tile 15-D, and there is no line-of-sight or focus between rooms. Character summons on tile 15-D focus on the nearest empty corridor hex.

84.1 · To Bury the Dead (95)

The old hack-and-slash may be your bread and butter, but it's a bit slow-going lugging around this coffin. Still, you press farther into the night, at least until a particular chill gives you pause. At first, you think it's your imagination, this sudden rush of wind and swirling shadows, but there hovers the ghost of Camilla, bent in agony and now fully formed before you.

"I will not go! I will not go! I will not go!" There is a pain in her voice that sends shivers down your spine. "Those worms! Bring me back!" You may not be privy to the exact details, but she obviously won't be going without a fight.

Special Rules

Open both doors 1.

Spawn one elite Living Spirit adjacent to sarcophagus a at an empty hex closest to a starting hex. This is the Reluctant Ghost. It has (HxC)/2 hit points (rounded up) and a base move value of 2. It focuses on moving toward and occupying the closest starting hex, then finds a focus as normal and performs any other abilities as if it had no movement. If the Reluctant Ghost enters any starting hex, the scenario is lost.

Sarcophagus a cannot be relocated to door 2 until the Reluctant Ghost is dead.

84.2 · Corrupted Camp (39)

Conclusion

To survive through the war—to make it through the battle of the ice spire and then hike all the way here—is a gauntlet in itself. But then to be attacked by possessed members of your own tribe? Surely that is enough to break anyone's spirit. And yet, the Icespeakers are resilient.

Those who survived begin repairs, albeit slowly. Their expressions are glazed over. Many of them are bloodied. Almost all of the shelters were flattened during the fight; rebuilding them before nightfall will be a daunting task. You lend a hand wherever you can, but your attention is pulled away when an elderly Icespeaker approaches.

Her fur is zigzagged by gray scars and her left eye is pinched permanently shut, the skin around it waxy and pink. But the elder still walks with a swagger that you only see in hard veterans, those with many years of combat under their belt.

"The Snowspeakers' champions," she says, introducing herself as Putargal. Her voice is strong despite her age. "When I saw you on the ridge, I thought perhaps you were coming to help finish us off."

Some of the gathered Icespeakers grumble at this, but the elder continues.

"I remember you from the spire: how hard you fought to break our line." Her mouth cinches up at the memory. "And yet, your actions today speak differently." Her expression changes, hardens in a different way, and you feel somehow unmasked. After a long moment she nods. "But war changes us, doesn't it? And long nights give us time to think. So then, let us see how much it has changed you."

Putargal steps to the side and gestures to the dark edge of the Radiant Forest.

"Several of the possessed have escaped into the forest, and we cannot simply wait here for them to regroup. Aid us in rooting out this scourge. Go into the woods, find the source of their sickness, and remove it. Then, perhaps, we can reconsider our friendship."

Rewards

Lose 1 inspiration. Gain 2 additional loot cards each.

New Scenario: **Carrion Ridge** 47

85.1 · Old Coin

You feel the thrill as you pick up a gold coin with a hole clear through the middle, identical to the ones you've been searching for. Unfortunately, closer inspection reveals this gold coin wasn't minted with the hole: it's the victim of an arrow-puncture—you'll need to keep searching for the ancient coins Dinah from the tavern is looking for.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

85.2 · Living Glacier (45)

Fish-men make terrible sounds when they die. They gurgle and flop onto the ground like choked geese, and their bodies leak water and blood in equal parts. You cleave a path through the amphibious beings, cutting them and their allies down, marching over the beach until eventually you arrive at the foot of a wall.

The Living Glacier, like any other valuable thing, is well-defended. Someone surrounded it with a tall labyrinth of crooked ice, which you'll have to navigate in order to claim your prize. You hear more of the fish-men barking from inside, waiting for you to enter and take a wrong turn.

Special Rules

The ice pillar has 2xCx(L+2) hit points. It is an enemy to you and an ally to all monsters. When the ice pillar is destroyed, the ancient ice is retrieved.

Section Links

When the ancient ice is retrieved, read **39.2**.

85.3 · Relic (79)

85.4 · Dead Pass (46)

Conclusion

They batter you, these undead things. They throw fists and wings and blackened bodies, unbidden by their own need for survival as they try to break you and corrupt the New Snow. But they are too slow. The white powder accumulates on the ground, and before any of the infernal creatures can touch it, you sweep it into a jar and sprint back the way you came.

The hike back is hard. The trail is no easier for having defeated so many of the creatures, but the snow gives you some solace. It's tucked safely inside your pack, carrying with it the possibility of peace. In fact, you even begin to feel a swell of courage, and without knowing why, you've begun to smile.

"It sings to you," the Snowspeaker says. She's grinning at something in your expression. You try to play it off as a passing thought, wiping the smile off your face, but you can still feel the steady energy coming from the snow, and you know Gurndel is right. She doesn't seem to mind your aloofness. "Soon it will sing to all of us," she says, "and then our children will live without fear."

Your remaining task is clear. You must take the New Snow along with the shard of Ancient Ice back to the sacred clearing. There you can combine them and hear this song that the Algox elder speaks of.

Rewards

Gain 1 morale. Gain 10 ✸ each.

If Living Glacier (45) is complete:
New Scenario:
Fleeting Permanence (52)

86.1 • Protect the Pass

The Crater is as lively as you've seen it all season. You signal for a drink as you push through the customers and make your way to a table at the back, where the Quatryl tinkerer Pinter Droman fiddles with a small spherical gadget, deep in thought. You sit down, interrupting his trance.

"OH! Hello again, thank you for coming! VERY exciting news to share!" The boisterous Quatryl tears his focus from the trinket. "We are on the next phase of our little shortcut through the mountains. A big portion of the path needs to pass under a dangerous overhanging cliff. The work crew is already installing pylons to support the cliff and hold back the rock wall, but..." he hesitates. "It seems our path inadvertently cuts too close to Algox territory, and they're not taking kindly to our construction project."

He raises his hand, cutting off the expected suggestion. "Diplomacy isn't an option, I'm afraid," the tinkerer sighs, "The Algox who are attacking belong to a group of bandits—the Horns of Ruin, they call themselves—and they are exclusively interested in destroying and looting our hard work."

"There's a big attack coming, and the project is in a very vulnerable state. I need you to go protect the pylons we've installed. If you can stop them, it might buy us enough time to get the whole structure pieced together. Once that happens, it will be nearly impossible to destroy!

Rewards

New Scenario: **Pylon Problems** (115)

86.2 • Explosive Descent (50)

Conclusion

You'll give the Lurkers credit: they've fought as hard as anyone could hope, but there was nothing that could have stopped this.

You wait until it is inevitable— until there is nothing the Lurkers can do to stop the device from reaching its target, and then you turn and slam open the throttle. Your bathysphere shakes violently, and the engine screams as you count to five and then press the detonator. Soon after, the shockwave hits.

It is a bizarre feeling, having your brain so overwhelmed with the desire to find the shards that you almost pass out. But you hold on to your consciousness and then turn around to collect what you came for.

Navigating back to the Lurker settlement, you pass the Lurkers that were chasing you, now blasted into unconsciousness. The seafloor at the epicenter swept with debris: coral structures knocked clean over; great boulders cracked and strewn about like pebbles, and you can feel the shard pulling you toward it. Underneath this carnage lies your quarry.

Rewards

Lose 2 inspiration. Gain 4 collective and 4 collective .

New Scenario:
Among the Wreckage (54)

86.3 • Relic Renewed (80)

Conclusion

The Relic shatters into uncountable cogs and gears, which go bouncing off through the cave, and the helper robots all scatter.

You return to the outpost and are greeted by Mayor Satha, dressed in a haphazard assortment of warm clothing and rubbing her temples. "I'm not sure what happened, but I have a feeling it was you that ended it. Thanks for removing the voice of that cube from the back of my skull."

You confirm the Relic is destroyed and she gives you a quick, pained smile then punches you in the arm. "Okay, one more crisis averted," she mumbles as she turns to walk back to her longhouse. "I'm going back to bed."

Rewards

Gain 2 collective , 2 collective , and 2 collective . Gain 2 morale.

86.4 • Top of the Spire (34)

Conclusion

The great beam of energy flickers. It flashes yellow—blue—orange—and then goes out.

The demon lies beneath you. Its tendrils are clenched tight, knotted in pain, but still its eyes watch. Even now the creature burns with scorn. It shakes. A noise breaks from it like glass and metal rubbing together—a howl, a curse on you and this world and the power it nearly grasped.

Then the demon cracks. Its body, too brittle and ancient to dissolve into liquid, breaks apart and slowly disintegrates into the air, a cloud of sooty, prismatic smoke drifting out into the tundra.

The energy beam sputters and sinks down, and finally, the spire is quiet. Curiously, in this new calm, you notice a pink piece of material—coral perhaps—lying in the remains of the demon at about the point where the beam met its chest. You feel a strong connection to it and take it with you as you leave.

It's impossible to know what cataclysm you prevented today, and you doubt anyone will believe the story when you tell it, but you know that the north, this windblown, spine-backed wilderness—is safer now.

Rewards

Gain "Coral Shard" campaign sticker.

87.1 · And Then, a Stream (130)

You are just starting to think you might survive this encounter when more monsters appear from the shadows. You'll need to quickly gather up what you still can and make a break for it.

Special Rules

Spawn a total of C normal Lightning Eels as evenly as possible at any b and c. Then spawn C/2 normal Frozen Corpses (rounded up) at any a and C/2 normal Shrike Fiends (rounded down) at e.

87.2 · Belara's Keep (135)

Working together in both planes, you manage to work out how to open the first set of doors, but you see another set blocking your path ahead, along with many more monsters.

Special Rules

Open both doors 1. Hexes d and e are also convergence points.

Both doors 2 are locked.

Section Links

The first time both pressure plates f are occupied by characters, read **195.1**.

87.3 · A Grand View (94)

87.4 · Page 17 Puzzle Solution

Crain finally has his very own workshop. It was built entirely to his specifications: an L-shaped cabin with a high-peaked roof and courtyard paved with perfectly joined flagstones. The outside is coated in a thick layer of flame retardant of the scholar's creation. It's truly impressive, and you head inside to compliment the architect. Crain is just where you expected him: already at work, preparing the scaffolding for his next invention.

"Hero," he calls, hearing your boots clomp over the wooden floor. "Come look at the fruit of our labor."

The fruit is a wood and steel workstation suspended inside of several metal rings, set up to form a skeletal orb. Just behind it sits an energy container, glowing darkly with its shifting inky light. You complement the structure but wonder aloud if a standard workbench wouldn't be more practical than one suspended inside an orb.

"If everything goes well," he begins ominously, "We definitely won't be blowing up half the outpost." You look at him with alarm.

"The device I'll be constructing contains an incredibly powerful core that has the power to incinerate everything in a half-mile radius. Once the core is in place, it won't be dangerous at all. But while it's being built, I'll have to hand-charge it with dark energy. If I do it incorrectly, the polarity will reverse, which will trigger a very rapid expansion."

You wonder aloud whether Mayor Satha is aware of the risk.

"Sure," he says, "in a general sense. The point is, I'll need to ensure everything is as stable as possible. The gyroscope will help to a certain degree, but if Frosthaven comes under attack while I'm performing the charge." Crain turns and makes a bursting sound with his mouth, flowering his hands. "Not good."

You offer that Frosthaven is fairly safe these days. After all, you resolved the situations with both the Unfettered and the Algox.

"Yes, but those crabs—the Lurkers, right? Weren't they all in a frenzy over building some crown? I can't risk anything. Try to fix that fracture, and then I'll attempt the construction."

Rewards

Turn to the next page in the puzzle book.

88.1 • Orphan's Core (58)

Conclusion

Metal scrapes against metal. Broken glass cracks against the steel walkway. The Orphan lies ruined beneath you, its frail body opened wide. It does not breathe, though the light behind its face swells and dims in an ever-weakening pulse.

In its retreat the Orphan drew you into a new chamber behind the central room, and now that the fight is over, the sheer strangeness of it dawns on you. Blinking lights, wire, and pipes line every wall—a small forest of geometric towers loom around you. It is nothing less than a marvel. A wonder, no doubt, but for what purpose you cannot fathom.

"You will never," the Orphan cracks. Its voice is little more than a drowned whisper. "You will never rule us again. The Unfettered... I take them from you. Forever ruined." With this, the Orphan opens a panel near its broken body and enters a short code onto some sort of panel. Immediately, the thousands of lights on the towers around the chamber begin to extinguish themselves, a shroud of darkness falling over the room as you witness the Unfettered's extinction by proxy.

Finally the only light in the room is the fading blue glow of the Orphan's mask, hanging on just long enough to make one last proclamation: "We die, but we do not… yield."

You're not certain how long you stand there. Time seems of little importance now. The Orphan's final curse hangs in the air, taunting you for your choices. But what else could have been done? You ask yourself this question but get only silence in return.

Your exit from the Unfettered complex takes longer than you'd like. The halls are dark now. The machines that marched through them for so long now sit empty, waiting for the dust to cover them in a shroud. You step carefully, saying nothing.

When you reach the final door you give a moment of pause. You will seal the Unfettered in here. The Orphan and all its great works will stay silent within. The immense stone doors will mark this place for what it is, a grave. The Unfettered will sleep, now and forever. Or, at least, you hope they will.

Rewards

Gain 1 morale.
Gain "Key Card" 246.
Gain 3 collective , 3 collective , and 3 collective . Unlock class box. Gain "Unfettered Deactivated" campaign sticker. Remove all events from all outpost event decks.

Add events WO-64 and WO-65 to the winter outpost deck.

Add one +50 card to the town guard deck.

Locked Out Scenario:
Automaton Uprising 59

88.2 • Time for an Answer

"Hello playthings. Welcome back. I've redecorated." The demon prince is sitting casually on a throne made of ash. Glowing sigils dot the walls of Tarro's former cabin, and a chandelier made of pure flame swings gently across the ceiling. "I thought this could make a nice base of operations for my attack on your little city. Or have you discovered Tarro's killer?"

Section Links

If you tell the demon prince Allya did it, read **188.4** now.

If you tell the demon prince Barno did it, read **63.2** now.

If you tell the demon prince Cecil did it, read **180.2** now.

If you admit you're not sure who did it, read **111.1** now.

88.3 • Upper Spire (24)

Conclusion

The final demon dies like ice thrown into a weak fire. It sizzles and pops, and then melts away, its body dissolving into a wet, oily stain on the ground. When it's gone, you are left standing in the smallest chamber yet, filled with lifeless machines and the ever-present pillar of light.

There is a way forward at least: a set of iron stairs lead up to what must be the top of this spire. But you take a few moments to rest before continuing on. All this demon fighting and teleporting is exhausting work, and you're looking forward to a nice drink on solid ground. But the spire has other plans.

In the midst of your reprieve, the red beam suddenly brightens and courses upward faster than before. It moves so fast, in fact, that it shakes the floor and lets loose splinters of stray energy. As this happens, the humming noise that you'd grown so used to rises as well, becoming a thunderous roar. You back away from the beam, guarding your eyes. A voice calls from above.

"Silly things," it says, deriding you with an erratic, fluctuating tone. "Silly mortal things. Reveling in tiny victories, small delays, as though I haven't got time. I will see you soon, little puppets."

The beam settles down for a moment but then rises once again, swelling to such a wild intensity that the entire spire begins to shake. Whatever is up there is anything but frightened of you, but you remember the first demon's warning. You don't know how long you have, but if the thing at the top of the spire finishes its task, Frosthaven could be doomed. You had better prepare for a real fight.

Rewards

Gain one random item blueprint.

New Scenario:
Top of the Spire 34

89.1 · A Strong Foundation (65)

You finally get a glimpse of the elemental array – a mechanical construct is encased in solid ice. Next to it, a wraith-like creature feeds off its energy. When it becomes aware of your presence and your intentions of clearing the area of its influence, it begins draining the ancient device with even more fervor. If you do not deal with it quickly, it will destroy the thing you came for.

Special Rules

Open the other door 2.

The elemental anchor a has 2xCx(L+1) hit points. It is an ally to you and an enemy to all monsters. Any character may lose one card from their hand or two from their discard pile to negate one source of damage to the elemental anchor. If the elemental anchor is destroyed, the scenario is lost.

The Ice Wraith is the Rimeheart. It has 3+Hx(C/2) hit points (rounded down) and is immune to and .

89.2 · Library Upgraded

You walk through the crowded library past a sea of patrons from all walks of life perusing the bookshelves. Eddica the librarian has done an incredible job of educating the populace of Frosthaven. You have a suspicion there are still plenty of patrons here for a chance to see the pretty Valrath rather than a love of learning, but you can't argue with the results. She catches your eye and you follow her into the cramped back-office.

The room feels even more claustrophobic than last time. The books have spilled out off the shelves and across the floor, and the candle-wax burned down in various sconces suggests Eddica has been taking her latest research seriously. She's about to speak when she holds up a finger, making a final check against a scroll.

"Right, okay. Thank you for coming. I think it's about *time* I shared my research on the final tome." She pauses, barely able to contain herself. After a moment she looks frustrated. "Oh, come on! Time? It's about time? The Tome of Time. It's a pun!" She grumbles, stamping her foot. "Nevermind."

Eddica shares a crude map of where the tome is located, and you promise to seek it out next time you're in the area.

Rewards

Add event WR-47 to the winter road deck and event SR-49 to the summer road deck.

89.3 · Returns

You are wandering the streets, convinced the day will be a quiet one, when it's suddenly decidedly not: a crack rends the air, violent neon energy briefly blinding you. Once it fades, you see a familiar Aesther, the Boneshaper, in front of you. Their expression is arch, their arms unfolding out of an interdimensional travel pose.

"I do realize I bid you goodbye mere moments ago," they say. You open your mouth to refute this, since you haven't seen the Boneshaper in several weeks, but they continue somewhat breathlessly, "Yet you recall how I am seeking energy from new planes, in order to retain my power? Well, it seems my journey has already concluded! I felt something near Frosthaven pulling me back. It is the same sensation as when a piece of chaos gets stuck in your eye, do you know it?"

When you shake your head, the Boneshaper waves a hand dismissively. "Nevermind. The salient point is this: somewhere nearby emanates a strange energy. And it tastes deliciously necromantic." They grin wolfishly. "How would you like to join me on a little jaunt?" They grab your wrist, but at your dubious expression, heave a sigh. "Very well. We'll travel the tedious way: on foot."

Rewards

New Scenario:
Lurker Necromancy 118

90.1 · Flotsam (73)

Conclusion

"Excellent!" The Fish King gurgles with pleasure. "Together we shall secure this final piece of the scale and once again bring balance to the oceans. Get the location from your unconscious friend there and then deliver it to me. I will be watching."

The Fish King submerges out of sight, and you return to Lihrey, rowing the boat as quickly as you can back to Frosthaven. Luckily, you get him to a healer in time, but he's in quite terrible shape. He'll need to spend some time convalescing before he can help in retrieving the final piece of the scale.

Special Rules

The scenario is complete.

Rewards

Gain 3 collective . Gain "Friend of the Fish King" campaign sticker.

Section Links

Add **146.1** to the calendar in five weeks.

90.2 · Fleeting Permanence (52)

Conclusion

The ritual and the battle, you find, are one and the same. Following the elder's instructions, you dispatch the demons with speed and then arrange the dead into a wide, sprawling glyph. As soon as it's complete, the expanse around you begins to change. The wind, which had been blowing since you first entered, slows to a breeze and a soft ringing rises on the air.

The Algox elders step toward the edge of the glyph. They offer up their relics: the shard of Ancient Ice and the New Snow both rising up from their hands and drifting into the center of the circle. There, the two objects orbit each other, spinning faster and faster as the ringing rises into a piercing scream. A flash of light erupts from the center of the circle, and everything stops.

And there it is, hovering—the Unyielding Shard. It's as pure a thing as you've ever seen: a piece of ice, smooth on top and sharp on the bottom like an inverted teardrop, and suspended inside it are a number of glowing golden shapes—glyphs—linked together into a long scrawling chain. These are the true words of Geryuu meant to banish the corruption that darkens the hearts of the warring Algox.

The emissaries approach the shard with reverence and take hold of it together. Their bodies lighten as if years are being lifted away. Gurndel gasps. Barduu the Icespeaker, overtaken by the force, holds out the shard as if she's never seen ice before.

"If these are the words of the creator, what have we been listening to all this time?" She laments. "We must show this to our people. There is no other path."

The elders pray, holding the shard between them and then, after a long while, they depart the circle and look to you.

"We will return to Snowscorn," Gurndel says. "The shard has given us the power to end the war. We must embed it into the Heart of Ice to remove the darkness that engulfs our people and return them to the light of Geryuu. But they will not welcome us."

Rewards

Gain 1 morale and 1 inspiration.

New Scenario: **Change of Heart** (55)

90.3 · Derelict Elevator (16)

Bullets ricochet off the walls. You do your best to avoid them while trying to disarm the security system, but being on an elevator isn't making it any easier. The platform continues to descend as you fight, and now a shower of pebbles and dirt has begun to fall from overhead. The rain of debris seems relegated to only one section of the lift, but you don't know for how long.

Special Rules

Pebbles rain down at each (a). This has no effect yet.

Section Links

At the start of the fourth round, read **27.2**.

90.4 · Call of the Harbinger (56)

The beast's power is waning. You can see it plainly. The aura of shadow around it here in the physical realm is lessened by the destruction of the altars. You can almost make out it's true shape, which is equal parts encouraging and terrifying. You push into the final chamber and prepare to destroy this last altar.

Special Rules

The altar on tile 4-A cannot be reduced below 1 hit point until all characters occupy tile 4-A.

Section Links

When the new altar is destroyed, read **69.3**.
Return to **66.3** to reference its Section Links, if necessary.

91.1 · The Lurker Problem (78)

The boulder-concealed entrance leads to a high-ceilinged alcove, a space dominated by the largest Lurker you've ever seen. Fortunately, this one appears to be a basalt statue, carved straight out of the cave minerals. You ponder on the difficulty of its conception and the origins of this place. More immediately relevant than art history, however, is what the statue holds in its claws: a weapon, delicately wrought, yet strong and heavy. The twist of metal appears to be a giant fishhook, covered in an anti-rust coating.

Section Links

When door 6 is opened, read **82.4**.

91.2 · Crystal Fields (18)

Something moves. A shape darts between the spikes. You spin and try to track it, but the shape is fast and hard to make out: a mound of snow shifting some thirty feet away. It turns and speeds directly toward you. There is no time to think; you act on instinct and jump out of the way a fraction of a second before two wicked blades shoot up and shred the air where you were just standing. The mound zips away through the conduits and turns back for another pass—but this time it's not alone.

Now there are four of them, and they're both heading your way.

Special Rules

Spawn two Burrowing Blades at a. These are normal for two or three characters, or elite for four characters.

Section Links

When door 2 is opened, read **54.1**.

91.3 · Corrupted Camp (39)

Special Rules

Reduce the Algox Scout's current hit point value to (L+X)x2 (if able), where X is the number of damage tokens on door 4.

91.4 · Job Posting

A knock at your longhouse reveals a guard you recognize from the battlements, hat in hand. You invite him in to get out of the cold night air.

"I'm not sure where else to turn. My wife is expecting. But the baby hasn't arrived yet, and… and I think I know why." The guard looks fragile without his armor. With a hitch in his voice he mumbles, "Do you believe in being cursed?"

A sigh heaves through his chest. "I was at my post in the guard tower last month and I looked out into the forest. There was a woman out there... I could barely make her out against the snow. Transparent, dressed all in white, looked almost like a ghostly Aesther, if you'd believe that." He grips his hat tightly, refusing to look at you.

"She didn't have a face, just pits where her eyes could've been, and this trickle of blood ran out of them." He shudders. "She floated right up, tapped my forehead, and was gone."

"I told the other guards, but they didn't believe me. But I can feel it. She cursed me. And my wife and my child are going to pay the price." He pulls out a satchel of gold coins. "I don't have much, but I'll give you all I have to lift this curse and save my family before it's too late."

Rewards

New Scenario:
The Lady in White 86

92.1 · Sanctuary of Snow (57)

Conclusion

Slowly, the wind dies to a trickle. The great walls of blustering snow dissipate into nothingness. The Render seizes once, its great muscles trying to keep it alive, but they fail, and the creature falls backward, its terrible weight crashing deep into the snow.

Finally, the battle is over. You march to the highest point of the peak and look out at what you've won—at the Snowspeakers' new home. An island spreads far into the distance: a great curve of snow-topped pine, frosted hills, towering sea-battered cliffs, and the silhouettes of yet another mountain range many miles away. It is a northern bastion, an island that would certainly inspire tales of a paradise lost.

You turn to Denpang who, despite the great trials she has faced, looks as refreshed and energetic as ever. Her smile is wide, her cheeks rising so high that her eyes pinch tight.

"We made it. We finally made it."

The new island is certainly rougher than the southern hills, but the Algox make quick work of settling in. Their snowy shelters go up that first night, and a day later, they discover a cave network and outfit it like the tunnels inside of Snowscorn mountain. The Algox separate to perform their individual roles. Scouts are sent out to survey the rest of the island, while hunters gather food, and Denpang, appointed as the new chieftain of the Snowspeakers, helps to organize and direct their efforts. On the final night of your stay, just as a new, gentle snow has begun to fall, the chief manages to break away from her work to join you by your fire.

"We have overcome much, my friends. But so have you." She reaches into her shawl and pulls out a small necklace of carved stone beads. "Take this. It is no great treasure but it is the greatest thing that I can give."

You take the necklace. It emits a pleasant coolness."Our lives will not be easy. But at least now we have a home."

You watch Denpang's face in the fire light, and you see something new in her eyes. She is smiling, as she always is, but there is doubt hidden behind that grin, a worry that you recognize all too well. It is the doubt that all beings in the north share: the uncertainty that you'll make it through tomorrow.

For a long while, none of you speak. You simply stare into the fire, watching as thick flakes of snow fall onto the coals and sizzle.

Rewards

Gain 1 morale and 1 inspiration. Unlock ❄ class box. Gain "Friend of the Snowspeakers" campaign sticker.

Add event WO-68 to the winter outpost deck.

Add one +50 card to the town guard deck.

92.2 · ✡ Retires

"I feel I've reached my current potential." You are sitting with the Infuser at The Crater, discussing the future. "I still feel like there is room to grow, but I'm not learning anything new by just fighting the same old monsters over and over. I think I need to return to the library."

You nod and drink your ale. The Infuser's drink remains untouched. "There's just so much more knowledge out there, I know it. I'm glad I could be of some use for a while, but I've got to think about my own journey, and it is one of knowledge."

The Infuser stands and gives you an uncomfortable, slightly spiky hug. "Thanks for understanding. I'm sure I'll see you around!"

Section Links

Add 42.2 to the calendar in six weeks

92.3 · The Lurker Problem (78)

Your quest-giver lies at your feet. This isn't typically how things go. You suppose you could leave, yet there must be something valuable here. Perhaps something the Lurkers were guarding, and which the Abaeli were after.

You find a passage which, given its difficulty to squeeze through, seems promising. Yet it deposits you in another cavern, this one glowing with hanging moss and already occupied. A scene of carnage: more Lurkers and Abaeli. The Abaeli are likely winning this one, deftly ducking claws to spear their enemies. Near where you stand one of them turns, shocked at your entrance. You have them flanked now.

Confused, some of the Abaeli reorient to attack you while the Lurkers regroup. Looks like it's your call how this plays out.

Section Links

When door 5 is opened, read 133.5.

93.1 · Deadly Pastimes (85)

The cave gives way to open air, but the Imperials rise steep in all directions—no exit here. Just another set of stairs, snowdrifts, and… are those tracks nearby?

Special Rules

Stairs 5 and h are linked.

93.2 · Vermling Siege

Select any six cards, in addition to your S and W cards, from the town guard deck to take with you in the rowboat. Use only the eight cards you selected in the following attack.

You pull up on the icy shore under cover of night and quickly make your way into the woods. The Vermling extortionists have set up camp for the night and their confidence means no watch has been set—you pounce on them in a fury.

75 ◎3

No buildings are damaged during this attack. Instead, for each target that is unsuccessfully defended, lose 1 soldier. If you fail two or more, wreck four buildings randomly by drawing from the building deck.

The deed is done. Most of the Vermlings scattered at the first signs of combat, fleeing back into whatever burrows they came from. The next morning the cleanup crew can't locate the leader with the orange feathers among the fallen, but you rest assured they won't consider Frosthaven such an easy target in the future.

Rewards

Gain 4 collective .

Do not resolve an outpost event this week.

93.3 · Summit Meeting (28)

Conclusion

The sounds of battle surge as you sprint down the tunnel—bloody roars, flesh slamming against flesh, wooden staves cracking bone. The fight will be gruesome, you already know, but all you can do is run.

The Algox emissaries, though bloodied by the fight, keep pace with you, and you all manage to escape from the cave in one piece.

Only after putting a great distance between yourselves and the mountain do you stop to look back.

Gurndel speaks in a low, grave tone.

"Words alone will not end this," she says. "We must show our people that we all have the same blood. And to do that, we seek the Oracle in the Whitefire Wood, Mar'ogh. With it lies true wisdom. Without it, we will not see ourselves past this war. We must head for the woods and find the sacred clearing."

Barduu agrees, though she does so reluctantly. The woods lie to the east, but the trek is a dangerous one. The elders are already worn from their escape; they can't make the trip by themselves. Night is falling, and a deep howl echoes from the mountain. They look to you.

Rewards

Lose 1 morale.

New Scenario: **The Way Forward** 38

Locked Out Scenarios:
War of the Spire A 29,
War of the Spire B 30

93.4 · Glowing Catacombs (9)

Conclusion

The final switch slides shut with a thunk and the room becomes suddenly still. The breeze stops all at once and so too do the oozes. What few remained slink back to their crevices, leaving behind splashed puddles and their thin, acrid smell. For a moment nothing else moves but your heaving chest and the greenness, thrumming in the dark. Time now for the door.

Whoever made the thing certainly put a great deal of effort into the task. A large ring is affixed to the center of the door, and this ring holds six smaller circular plates at even intervals. You reach out and touch one of the pieces and find it strangely cold compared to the warmth of the room. You press harder and a pained creaking echoes throughout the room, one of the plates giving an unwilling turn. You press harder still, and discover the entire rings spins as well. You spend a great deal of time doing this, turning the ring and the plates into different positions, but, beyond making a fair deal of noise, the door refuses to budge.

You look closer and see a number of symbols etched in the wall along the circumference of the device. Starting from the top and going clockwise, you see a skull, a scarab, a triangle, a moon, a star, and an anchor. They must mean something, but, as much as it pains you to admit, without further context, you won't be able to solve this mystery today.

Rewards

Gain 2 collective .

94.1 · Living Glacier (45)

Conclusion

By the time you reach the ship, the crew is already working at the ropes while the last of the enemies are thrown over the side. The mooring lines, however, are frozen over and, try as they might, the crew can't undo the knots. Another wave of fish-men is beginning to descend from the island and they'll soon be upon you. There is no time for this. You take control of the situation and shout for the lines to be cut. Blades come out and hack through the rope. The ship lurches violently out into the waves, and the fish-men howl at you in frustration.

Barduu secures the shard below deck while you supervise the crew. Out come the sails and the pilot turns the ship hard to the south, pointing the bow directly into the waves. In a matter of minutes, the threat of pursuit vanishes.

A calm settles again and once things are secure, you head below deck to confer with the emissary. You find her much as you expected, sitting in her cabin with the shard in front of her, marveling at it.

"Already I can feel the strength that has been lost to us," Barduu says. There is a certain flare of optimism brightening her voice.

You consider the shard as well. It is a long, smooth sliver, bluish in color and shaped not unlike the end of a spear. In the rush of the fight and your harried escape, you didn't have much time to consider the thing, but now that you look at it, you notice a gentle light emanating from within. It's a bit stronger than a candle, and it rises and falls in a steady rhythm. If you didn't know any better, you might think it was breathing.

Whatever the case, it's one half of your task done. All that's left now is to combine it with the New Snow and then, maybe, the Algox can live in peace.

Rewards

Gain 1 morale. Gain 1 ✓ each.

If Dead Pass (46) is complete:
New Scenario:
Fleeting Permanence (52)

94.2 · Beneath Sea and Stone (49)

The passage you've chosen breaks loose and the debris falls in a slow avalanche. The monsters are furious. They lash your ships with heavy blows and scrape at the glass with claws and teeth.

You fight them off as best you can, trying to keep calm and conserve your air supply, but there are so many of them.

You peer through the gap you've just opened. It's tight. You have no idea if it will lead you out of this place, but your options are drawing thin. You turn away from the rising swell of enemies and launch yourselves into the tunnel.

Section Links

When any door (2) is opened, read **16.3**.

94.3 · Deadly Pastimes (85)

You swat away the flies and examine the corpse. There's not a whole lot of meat left on the bones, but horns make clear this is a Valrath, not a human.

94.4 · Sneak Past the Lurkers

No matter how dangerous this army, you share Sun in Shallows' feelings of despair at this outcome. You tell Droman to hold off. Maybe you can find another way through the army.

Rewards

Place map overlay sticker Z on the map in location Z (F2).

New Scenario:
Beneath Sea and Stone (49)

Do not resolve an outpost event this week.

95.1 · Depths of Delirium (27)

Special Rules

Do not set up altar (a) for two or three characters.

95.2 · My Private Empire (107)

"Well done, well DONE! This is splendid. None would attend my dances down South. I was not of the proper lineage, they said. BAH! I am self-made royalty! House Ventillion. They should be lucky to attend my events! Now, please take a moment for refreshments, courtesy of my stewards."

Special Rules

The second episode is overcome when all revealed enemies are dead.

Section Links

When the second episode is overcome, read **188.1**.

95.3 · Invasion of the Dock (71)

Special Rules

From now on, on initiative 99 each round, the artificer (c) performs 2; 1, self, focusing on moving toward and occupying either (g).

Section Links

Return to **111.2** to reference its special rules, if necessary.

95.4 · Aesther Outpost

A stellar mist flows into your longhouse, and you hear Voice-of-Eight once again in your mind.

"Most valued allies, we have succeeded in locating the elemental cores. Your aid is of great importance to us. Please meet us at the elemental array." The mist shimmers and dissipates.

You grab your pack and chuckle at the formality of the request. You can't remember the last time you heard someone used the word "please" in this Oak-forsaken place.

Rewards

New Scenario: **Elemental Cores** (66)

95.5 · Sunless Trench (42)

Conclusion

Clearly your intuition needs some fine-tuning. After running into a number of dead ends, you've only now managed to pick the right path to your treasure. The shard lies on a small stone ledge, buried under a thick layer of rubble. The bathysphere arms aren't the best for excavation work, but you manage to pull the piece free and get it into the hold before the inhabitants of this place overwhelm you.

With that done, you turn skyward and launch yourselves back out of the void. You drop the throttle once you're clear of the trench, rising at a slower pace to avoid something Pinter excitedly referred to as "explosive decompression." The surface light blooms gradually. It's a peaceful contrast to the blackness below, and when you finally break into open air, the dim sunlight radiates through the cabin, melting away everything else. You engage the leather flotation bladders and take a long, well-earned breath.

Rewards

Gain 2 ✓ each. Gain "Coral Shard" campaign sticker.

Add event **B-16** to the boat deck.

Section Links

Add **114.2** to calendar in three weeks.

96.1 · Frozen Fjord (13)

Conclusion

Feather and flesh coat the ivory bridge, but the fiends are gone, their wasted bodies fallen into the crashing waters below. The birds that remain caw furiously and retreat westward toward a far-distant line of trees. The air grows silent except for the steady tide, and you give yourselves a moment to think.

The northern coast is a madness unique to itself. That such strange things could exist up here at the end of the world stretches your minds to the limits of wonder. What more awaits you beyond these bone bridges, if these are only the outermost ridges of the place?

You cross the fjords and see that the coast bends to the north. You can continue following it, hoping to reach wherever the shard of coral is leading you (21). Or—you look back at the western forest—or you could make a small detour and see what oddities lie hidden in the trees (32).

Rewards

Gain "Dead Raven" i233.

New Scenarios:
Realm of Endless Frost (21),
Ravens' Roost (32)

96.2 · Radiant Dust (119)

Exploring further, you encounter a frozen creek which reflects the sun more than a sheen of ice should. The Infuser starts forward, and you don't manage to pull them back this time. They have already alerted the monsters around the creek. Among more spitting drakes and burrowing blades, you spot some newcomers to the powder buffet: a vortex of dark birds expands and blots out the sky.

The Infuser is standing in their midst, studying the ice. "The patterns in the current," they say excitedly, "indicate the source isn't far upriver. We'll go, and—what's that? Ah yes, these adversaries." With a wearisome glance at a charging drake, they unsheathe their claymore. You rush in to help.

Special Rules

The Infuser now focuses on moving toward and opening door 2, ignoring the effects of all icy terrain.

Section Links

When door 2 is opened, read **161.2**.

96.3 · Apotheosis (76)

Conclusion

You shrug and decide to leave the Fish King to his own devices. He promised not to harm Frosthaven, and that's all that matters to you. You gather up your reward, including the spear that he surely won't be needing anymore, and quickly depart. One thing is certain: you don't want to be anywhere near here when the transformation is finished and this whole place comes crashing down.

Rewards

"Threat from the Deep" quest complete. Gain "Wave Blade" i201.
Add event B-18 to the boat deck.

96.4 · Ice Floes (22)

Conclusion

The last Lurker slumps to your feet and gurgles under the rising pool of seawater. Hunks of ruined hardtack and broken barrel float about your knees, blood dying everything a sickly pink. The attackers are dead, but the ship is still sinking.

The crew work faster than they've ever worked before, and together you manage to stem the flood before the ship sinks too far. When it's done, you get rid of the bodies.

It takes several people to remove each of the dead Lurkers. Their wide, awkward bodies are difficult to maneuver, but they plunge into the icy depths with a satisfying noise. Then there's only one last problem to solve: the shards. You hold the things tight, but they're still directing you downward, deep into the sea. It's impossible; to dive into this water would be certain death. You hate to admit it, but you'll have to return to town until you can find another way forward.

Rewards

Lose 1 collective for each set of five hexes with water tiles on tile 7-G. Gain 15 each.

Section Links

Add **62.2** to the calendar in two weeks.

97.1 · Raised by Wolves (112)

You notice a section of the wall that has recently crumbled, leaving a gap you can fit through. A narrow corridor stretches before you, and you can make out the figures of several dark, winged creatures covered in tentacles.

Section Links

When door 2 is opened, read **156.2**.

97.2 · Beneath Sea and Stone (49)

Conclusion

More debris. More stone. The tunnel narrows as it goes. The air in your bathyspheres is sweltering and these abyssal creatures will not relent. You punch through the debris one more time, expecting more rock, but instead you see open water. You slam down the thrust and push, and all at once you are out, bursting through a rocky underwater wall.

No one would call the bottom of the Biting Sea a welcoming sight. It is a dim, shifting place filled mostly with rock and drifting sands, but right now it's the most beautiful thing you've ever seen. You're free of the cave and far above is the ocean surface, hanging like a faded moon. You take a moment to gather your wits and reassess your situation. The plan was to surface and restock from the ship; you've been under for a long while. But just outside the cave is something you didn't expect.

You've stumbled upon the rear of a bizarre, twisted structure. It has the look of a colossal ruined flower: a single massive crater surrounded by reaching coral claws. A series of raised plinths sit near the back of this structure and, on one of them, stashed behind a sort of throne, is a large, prominent coral shard. As soon as you see it, you feel its pull with a burning intensity.

You consider the rest of the structure. Just past the coral claws, an entire horde of Lurkers scrabbles about at the entrance to the cave you entered. Out of sheer luck, you've distracted them and found a back way into exactly what you were looking for. You look at your air meter. It will be tight, but you've got to take the chance.

Rewards

Gain 5 ✸ each. Gain 1 inspiration.

New Scenario:
Underwater Throne (53)

97.3 · Life and Death (61)

"We're almost clear," Moonshard growls back at you. "Don't give up on me now." You stay close to her. She is your only hope for ever seeing sunlight again.

Special Rules

From now on, in addition to gaining disadvantage, all characters and character summons add -1 to all their attacks and -1 to all their move abilities, and Moonshard increases her attack value to L+4. All monsters still add +1 to all their attacks targeting characters or character summons.

98.1 · The Eternal Crave (122)

You kick the doorway leading to the inner chamber open and you see the Maw pacing up and down the center of the place. It looks upon you, and roars with an otherworldly sound.

"Feed me! Fill my craving! I am awakened with hunger and my soul is cold!" Its eyes pierce through you, as if searching for something. "You come empty-handed. You cannot sate my damned eternal craving. I will eat you to stave off the empty pit of starvation a little while longer." This does not look like a situation you can talk yourself out of.

Special Rules

Door (2) is now locked.

The Frozen Corpse is the Hungry Maw. It has HxC hit points and is immune to , , , , , and . In addition, it uses the Boss monster ability deck instead of its own.

Boss Special 1

The Hungry Maw performs:
+1
+1, 2
2, all, 1

Boss Special 2

The Hungry Maw performs:
1
+0, (: +2 and suffer 1)
+0
: 2, all, 1,

Section Links

The first time the Hungry Maw is reduced to at most HxC/2 (rounded down) hit points, read **151.1**.

98.2 · The Unfettered Seal (62)

"Yes, yes, this might be it!" Crain exclaims. "I can feel the power bubbling up!" A wave of energy pulses from Crain's contraption, knocking over the foes around you. You hope for a second that this is the end of it, but that hope is short-lived. The shadows rise and renew their assault.

"Well, we're close anyway," Crain shrugs. "I'll keep searching."

Special Rules

All monsters within 3 of Crain gain .

Crain's current goal is now (b).

Section Links

When there are two damage tokens on (b), read **18.3**.

98.3 · The Dead Mile (37)

Conclusion

The waves come and you cut them down. You run and dive over piles of dead, weaving between their cold, reaching hands, but the end of the tunnel is in sight. You dive through and slam the hatch behind you, leaving the scratching moans of the dead in your wake.

After a while, you allow yourselves to relax. Next to the undead, a bit of dull hallway isn't so bad, and before long, the passage begins to change. The walls open up and the ceiling lowers. Light starts to trickle in through a long metal grate set in the ceiling. You're just starting to enjoy the walk, and then, a storm of commotion.

Machine feet block out the light. Hundreds of them clatter just above your heads. You freeze where you are, not daring to move until they are gone. It takes several long minutes. You blood chills as you understand just how many of these automatons dwell in these tunnels, and what they could do if they broke free.

When the guards finally move away, you are allowed an unobstructed view into the chamber above. You find a great bustling place: a room filled with twisting cords and thumping arms, a chamber where all the machinations of this place come together to form an enormous heart of shivering steel. This is the central chamber. You've made it. All that's left now is to climb up and figure out how to shut it down.

Rewards

Gain "Converging Lenses" design i067.

New Scenario:
Nerve Center (44)

Locked Out Scenario:
Buried Ducts (36)

99.1 · Camilla's Funeral

"Eros mentioned it was you who found our grandmother locked in that facility and brought her remains home?" Two small women, family of the late painter Camilla, stand outside your longhouse. "Thank you, but… would you be open to another job?" one asks.

"You see, my sister and I want to hold a funeral, but we are not exactly fond of graveyards. And our grandmother, well, it seems her spirit is a bit resistant to the concept of being dead and buried. Eros suggested we might entrust you to bury her?"

Rewards

New Scenario: **To Bury the Dead** (95)

99.2 · Infiltrating the Lair (75)

You enter a cavernous antechamber and see a pair of large, ornate doors to your right from which the corrupted waters flow. The doors presumably lead to the Fish King's inner sanctum; the roiling waters the magical refuse of the ritual he has already begun. You must hurry to stop him. Unfortunately, the alarm has been raised, and the Abaeli are beginning to pour into the room from each of the two adjoining hallways. To avoid being swarmed, you'll need to cut off the reinforcements. Good thing Lihrey sent you in prepared.

99.3 · Retires

Your mind is filled with images and thoughts conveying strong remorse. In communicating with the Deepwraith, you realize it is time for them to move on. They share with you a sense of longing, or missing something that is out of reach. When you ask for clarification, they share with you the feeling of submerging yourself in the ice-cold waters of the Biting Sea. But instead of filling you with dread, being enveloped in the water brings a certain kind of warmth, as if returning home.

And that's when you get it. The Deepwraith, someone who normally lives on the bottom of the ocean, hunting in the dark, has just spent too much time on the surface in the sunlight. They desperately want to return to the deep dark of the sea. You express understanding, and they send back something else—some other longing. No, this is something they will miss when they leave: you, their friend.

Rewards

Add event SO-65 to the summer outpost deck.

99.4 · Call of the Harbinger (56)

The one who destroyed the altar just vanished into the dark. You can only guess what happened to them and if you'll ever see them again. All you do know is that the black creature is still chasing you, grasping with shadowy tendrils, pulling you into the Void. You move forward, searching for an end to this nightmare.

Special Rules

The altar on tile 8-B cannot be reduced below 1 hit point until all characters occupy tile 8-B.

Door (2) is locked and will unlock when the new altar is destroyed.

Section Links

When the new altar is destroyed, read **66.3**.

When door (2) is opened, read **90.4**.

Return to **3.2** to reference its Section Links, if necessary.

100.1 · Black Memories (121)

***IMPORTANT* The player whose character entered (a) or (b) must read this section in secret.**

You secure yourself with rope and brace your feet against the sides of the hole, finding indentations to dig your fingers into. Partway down, however, you seize up, your eyesight going dark as if you can't control your own perceptions. The omnipresent energy, the headache you've been fighting, abruptly becomes unbearable. You are drowning in a dark pool. A tentacle around your waist is yanking you deeper, and you claw it away, this monstrous horror—

It's the rope. You're untying it from your waist. You've been taken over by the Mindthief. You plummet the final distance.

Special Rules

You and all your summons are mind-controlled. All other allies are now treated as enemies and vice versa. However, you still want the scenario to be successfully completed.

Your current turn is over, and you will not participate in the scenario again until **123.1** is read. Remove your figure and all your summons from the map for now, and shuffle your hand into a set-aside deck. During card selection each round after **123.1** is read, draw up to three set-aside cards and select two to play, shuffling any remaining cards back into the set-aside deck. You can no longer use items, perform basic actions, prematurely remove cards from your active area, or long rest, and you can only short rest when you have fewer than two cards in your set-aside deck. Whenever you rest, your discard pile is returned to your set-aside deck (after losing a card) instead of your hand. In addition, you are now immune to damage, but can still become exhausted if you run out of cards. Your summons are not immune to damage.

On your turn, you must always perform your move actions first. If both your actions are move actions or neither are, then you can perform them in either order. All your movements must follow normal monster focusing rules as if you have a melee attack, and all your other abilities must target as many figures as possible and apply all added effects they can, including elemental consumptions.

Section Links

The next time any character enters (a) or (b), read **123.1** together as normal.

100.2 · Call of the Harbinger (56)

With a sickening crunch, the creature reels back away from you, clearly wounded.

"Why do you resist?" It asks. "I cannot be destroyed, and I am coming to consume everything. Before long, you will witness my full glory, and you will bow as an offering to my endless hunger."

It flicks its claw, and you are once again sent back to the hive.

Special Rules

Set the Harbinger of Shadow's current hit point value to one third its maximum (rounded down).

Place the character on tile 15-B in any empty hex adjacent to any other character and any of their summons and tokens in empty hexes adjacent to them. Remove all Black Imps from tile 15-B, and Harbinger of Shadow (1) is no longer active.

100.3 · Business Proposal

"I'm glad we were finally able to meet." You sit in The Crater across from Derrick Windmere, the noble you met with those two drunken brothers some weeks ago. "I have a business proposition. See, my family, well, they're quite influential down south, and they've always had high expectations of me—expectations that have been very difficult to live up to. I've come to the north to get away from their constant disapproval, but I think I've actually managed to stumble upon an opportunity that could change all that."

At this, Derrick unrolls a bundle of cloth, sending a beautiful yellow gem clattering across the table. "Sun agates. Very fragile, but those Oak zealots, the Radiant Order, go absolutely bonkers over them. Embed them in all their stuff, claiming they help them commune with the Great Oak to strengthen their holy powers. But that's not important. What's important is that the Radiant Order is very rich, and I just discovered a source of these gems up here in the north.

"Seems the Algox mine them for their own purposes—possibly religious too," Derrick says, shaking his head with exasperation. "But they're not too keen on negotiating, so we'll need to take their mine by force. Don't worry, though. I'm not asking you to take on that many Algox. I can get a private militia up here to do that, but before I bring this to my family, I need solid proof that it's worth the investment.

"Not one crystal," he says, pointing to the gem in your hands, "But a cartful. I've got a few men out in the field already, and they're reporting that the Algox are preparing to make another shipment of agates from the mine. So all I need you to do is ambush that shipment and bring it back to me."

Rewards

New Scenario:
How to Lay an Ambush 129

101.1 · Under the Influence (120)

Scenario Effects

All characters gain ? and ◆.

Beyond the door, a set of stairs leads down to a basement. As you descend, the ice-cracked walls become smooth and varnished, as if recently renovated. Intricate statues of small, crouched animals line the walls, cradling torches. You begin to get a headache, a static pressure which urges you away. Resisting intensifies the irritation, as though tiny claws scrape and skitter across your scalp. Some kind of psychic energy is assaulting you.

You hear clanking and grinding, as if from a distant machine. The noises amplify the noise in your mind. At the bottom of the stairs, you enter a hallway populated by a pack of Vermlings.

They aren't like the Vermlings you've seen in alleyways or roaming the frosty wastes. For one thing, blue-green energy sparks between their canines, flickering through their bristly hair. For another, they rush forward, brandishing their weapons with murderous intent.

Alright, maybe they are like the other Vermlings.

Special Rules

Shuffle each character's hand into a set-aside facedown deck next to their character mat. Whenever any character rests, their discard pile is shuffled in to this set-aside deck (after losing a card) instead of their hand.

From now on, during card selection each round, each character not long resting must draw up to four of their set-aside cards and select two to play, shuffling any remaining cards drawn back into their set-aside facedown deck. If any character has fewer than two cards in their set-aside deck, they must rest as normal or become exhausted.

Door 2 is locked and is treated as an objective with (L+1)xC hit points. It is an enemy to you and an ally to all monsters. When door 2 would be destroyed, it opens instead.

Section Links

When door 2 is opened, read **157.1**.

101.2 · Overrun Barricade (43)

Conclusion

The tunnel opening comes down in a rain of rock and rust, and for a moment you fear that you might have overdone it, but the debris soon slows to a trickle. You wipe away the grit from your eyes and find a wall of rubble between you and the enemy: a barricade thick enough to hold back even an Unfettered army. It's a small victory, but you'll take it.

This new passage is smaller than the previous one, but it's built in largely the same way. The walls and ceiling come together into a wide tubular shape and are reinforced with iron and rivets, but thankfully, there are no more machines. The path extends out into pitch blackness, and the only sound you hear is the chunk of your footsteps. Crain seems a bit melancholy after your near brush with death, but he hides behind a brave face when he notices your concern.

"No worries, friends," he says. "I've been through rougher scrapes than that. And we're on our way to the core. It shouldn't be much longer now."

True to the Quatryl's words, you see a light brightening at the far end of the tunnel. You can't be sure what awaits, but you follow Crain's lead.

Rewards

Gain 10 ✹ each.

New Scenario:
Orphan's Halls (51)

102.1 • Inside the Swarm (100)

You creak open the heavy door and peer into a surprisingly hospitable grand foyer. You hear that trilling voice rebounding inside your skull, reverberating off every inch of this place. It's coming back to you now. Gem, the old Orchid, is leading you to calm the mind of the Harrower, Zu. And this is... their mind?

"Ah! It's our old hideout in the Coppernecks." Gem's voice echoes. "Whatever you're doing is working—this is truly the spitting image of it, right down to our manservant!" A butler lumbers forward, flittering in and out of reality, like a figment in the corner of your eye.

A rumble issues forth from near its throat: "Thank you for stopping by. Brunch will be served shortly in the courtyard. I'll be forced to kill you now. Quite sorry. Any dietary restrictions?"

Gem's voice comes through less enthusiastically. "A pity, his brunch was really top-notch. Also he wasn't made of swirling ravens. Be a dear and clear that out, would you?"

Special Rules

All characters return one card from their hand or discard pile to their set-aside deck.

102.2 • Fish King's Ascension (77)

The Fish King reels backward, screaming in agony as he once again discorporates. Tendrils of inky darkness pour out of the newly reformed gateway, repelled only by what little light remains in this accursed place. Though you feel the Fish King start to weaken, his power persists. Again, you must venture forth.

Special Rules

Set the Fish King's current hit point value to half its maximum hit point value (rounded up). It is now immune to damage.

Any figure adjacent to the Fish King may spend 1 movement point to place their figure in any empty hex adjacent to the glowing orb.

Right now, if is strong or waning, it can immediately be consumed to cause one Night Demon to suffer trap damage.

All characters add +1 to all their attacks targeting Night Demons.

Section Links

When all Night Demons are dead, read **184.5**.

102.3 • A Grand View (94)

Conclusion

You exit the facility and can already hear the bundled Vermling weeping with joy. He rushes out of hiding, nearly collapsing over the fallen snow as he grabs hold of each family member with balled fists. Immediately, he offers them the clothing off his back and whatever little snacks he's managed to store away.

It is a tender moment. So much so that even though Eros may be pained to hear of your search for Camilla, a great sense of accomplishment washes over you.. As you part ways, you understand: some treasures cannot be measured by the hand.

Rewards

Gain 10 each.

103.1 · My Private Empire (107)

The bell chain retracts into the ceiling, and then clapping and excited laughter echoes from the brass tubes: "Behold, my Dance Hall! I trust you brought comfortable shoes? I hope you'll forgive me if I'm a moment delayed? In the meantime, these fine fellows were hoping for a waltz. Let the ball begin!"

Special Rules

The third episode is overcome when all revealed enemies are dead.

Section Links

When the third episode is overcome, read **11.5**.

103.2 · Lumber Shipment

A stern knock on your longhouse door reveals a man with skin as thick as leather. He tips his hat, then asks you to sign for a delivery as two men unload his wagon.

"Told you I'd come back around with those materials you ordered. The pass is brutal, but the gains are sweet."

Rewards

Gain 5 collective and 2 collective .

103.3 · Sunless Trench (42)

103.4 · Retires

"I thank you for building my form and restoring power to my central processing core." You are standing with the Metal Mosaic on the docks, staring out at the ocean. "I value the life—the sentience—that has been restored to me, but I still struggle to find the purpose of that sentience. You have made it clear that I am not beholden to you, but then what, or who, am I beholden to?"

You suggest that perhaps the Metal Mosaic is not beholden to anything other than themself.

"That may be an easy answer for someone that was born, that was created through biological processes. But I was built. My original parts were forged by skilled hands for an intended purpose. My arm is meant to drill, but what exactly am I supposed to drill? And does my leg aid in that purpose, or does it have a different goal?" The Metal Mosaic begins to walk down the dock toward a large trade ship bound for the eastern continent.

"These are questions I don't think you or I can answer. The Quatryls built me, and they may have the answers I seek. I have heard there is a nation of Quatryls across the Misty Sea. I will sail there in hopes of finding my purpose. You wave goodbye as the hulking metal machine steps aboard the ship and sails off into the sunset.

Section Links

Add **165.4** to the calendar in ten weeks.

104.1 · Job Posting

You're walking by the docks when you spot the seafaring Captain Doghogger trying to round up a crew. He approaches you with urgency.

"I just got word there's an abandoned ship full of supplies in the bay. No crew, going to be at the bottom of the sea soon." Captain Doghogger takes a sip from a metal canteen and swishes the liquid around his mouth before swallowing. He's seen some hard times in his past—much like anyone who has made their way to Frosthaven—and he isn't one to turn down the opportunity for some easy loot.

"Fishing crew told me they spotted it out there. Sounds like it's barely above the waterline, just waiting for someone to help lighten its load. Easy job, in and out and we salvage whatever we can. Probably not a thing to fear, just need a team with strong backs to grab as much treasure as we can carry. Eh? What do you say we head over and take a look?"

Rewards

New Scenario: **Sinking Ship** 92

104.2 · The Titan (123)

With the cannons wrangled and smoking behind you, you ascend the titan's legs until you reach its torso. You try prying a panel open, but with no luck.

Then a laugh bellows toward you. You look up to see an Algox's burly white form perched on the titan's shoulder, its necklace of teeth clacking below an equally toothy grin. More swoop in, and they're—flying? No, manipulating wind gusts with their staves. "Now is our chance to destroy their puny settlement," the one shouts to the others. "If we can control this creature—and stop them!"

The others angle toward you, staves cracking against the titan's metal. You notice the Algox on the shoulder stands near the base of the titan's skull, which has promising-looking hinges, like those on a door. It may be a way inside. But you'll have to defeat the Algox first.

Special Rules

Door 4 is locked and will unlock when both pressure plates a have been activated.

104.3 · Tome of Elements

Eddica runs her finger down the page of the Tome of the Elements. She utters something under her breath, dips her finger at the melted base of a wax candle, and traces something on your foreheads.

"That should do it—ouch!" She quickly sucks her fingertip into her mouth. She looks back at you with a shrug. "Got hot."

Rewards

During the next scenario, the element token does not move from the waning column to the inert column at the end of any round.

Gain "Tome of Elements" 216**.**

Do not resolve an outpost event this week.

104.4 · Scrap Pit (35)

Section Links

If you have already read **71.3**, return to it.

105.1 · Life and Death (61)

You follow the Orchid through the maze of terrors, but as you make your escape, putting distance between you and the heart of this wretched place, your disposition does not improve. Something still claws at your mind, making it increasingly difficult to fight back against these threats.

Special Rules

From now on, all characters and character summons gain disadvantage on all their attacks, and Moonshard increases her attack value to L+2.

Section Links

When door 2 is opened, read 82.2.

105.2 · Spire Basement (23)

Conclusion

You do not know where spirits go after you dispatch them, but you hope it's far away. You extinguish the malevolence, releasing its grip on this chamber.

What's left is this empty room—a place made for grisly work. Without the mechanical creatures running up and down the halls, you have to guess at how the furnaces function, but it seems pretty clear: The machines feed bodies to the stoves, which in turn fuel the beam of energy through some nefarious magic. You cannot fathom who could be responsible for such an operation, but you do know where to look for them.

In the rear of the chamber there is an elevator: a metal platform set into the floor, strung up to a system of pulleys and chains leading upward. The controls are clear enough; you just have to get on and push the button.

Rewards

Gain one random item blueprint.

New Scenario:
Top of the Spire 34

105.3 · A Giant Block of Ice (72)

You remember taking a little tumble down these frost-cracked stairs on your way in. The thought of pushing the ice block back up the stairs does not bring you joy. At least you know the tomb levels off after the stairs.

Special Rules

Replace the upper door 2 with a large corridor as shown, and open the lower door 2.

Spawn one normal Living Bones at c. In addition, spawn one normal Living Bones at d for three or four characters.

The current slide difficulty is 5.

Doors 3 are locked, but the ice pillar can enter them.

Section Links

When the ice pillar enters any door 3, read 132.2.

105.4 · Apotheosis (76)

You feel the deep, rumbling vibrations moments before a cylinder of steel breaks through the chamber's far wall. Your heart drops as you see whirling blades and mechanical death emerge to join the melee.

"Almost there... yes... can you feel the power?" The Fish King gurgles happily, oblivious to his surroundings. You must keep him alive so he can finish casting his ritual; for his survival and yours.

106.1 • Corrupted Camp (39)

Special Rules

Reduce the Algox Scout's current hit point value to (L+X)x2 (if able), where X is the number of damage tokens on door 2.

106.2 • The True Oak (70)

Striving to defend the Oak from the villains, you round it and find more soldiers on the north face of the trunk, including their leader, clad in radiant gold armor.

"I am the Flaming Sword of Justice," he bellows, brandishing a huge sword that is, indeed, on fire. His eyes are filled with wild fervor. "This heresy will not stand! There is but one Oak: that which bathed man in its glory when we emerged from the darkness! To claim otherwise is— raaaaghhh!"

This man has clearly worked himself into some sort of religious fervor and can't be reasoned with.

Special Rules

Open all doors 2.

The elite City Guard is the Flaming Sword of Justice. It adds +1 and to all its attacks. At the start of the next round and each second round after, until the Flaming Sword of Justice is dead, spawn one Hound at b. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

106.3 • Old Coin

After centuries of use, soft metals like gold used in commerce lose the markings of their origination. It's a good thing people around Frosthaven accept just about anything, because the marks on the coins you've found are barely discernible—certainly not the special ones you're looking for.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

106.4 • The Face of Torment (68)

Conclusion

The demon explodes in a shower of gloopy purple liquid. Immediately, Voice-of-Eight resumes their chant, and the rift closes. The crack in the array recedes and disappears, and the Aesthers collapse with a similar level of exhaustion you are feeling. It is finished.

An eerie silence hangs over you as you rest, interrupted only by the reassuring rustling of wind through the surrounding forest. Voice-of-Eight rises before you do and sets about repairing the damage of the chaos.

You stand to help, but they direct you to continue gathering your strength. "Rest now, revered allies... friends. We will be forever thankful of your courage and kindness in helping us restore this place that once was a symbol of research and learning. It shall once again become a beacon of hope and safety for our kind in this plane. As promised, we will provide knowledge and guidance to whomever seeks it, but especially to you."

You stay a while and learn from them, while they build various structures among the ruins. In particular, Nera provides some guidance on enhancement that may one day prove useful. Voice-of-Eight also opens a stable portal between Frosthaven and their new home, so they can more easily share their knowledge with all its residents.

Rewards

"Aesther Outpost" quest complete.

Section Links

Add **133.1** to the calendar in two weeks.

107.1 • The Lurker Problem (78)

Conclusion

Well. You did it. The structure by the seaside has arrived at a neutral state: silent and empty, left for no one's edification. Except, perhaps, that of the ocean's and its relentless quest for erosion. Dejected, with nothing to show for your efforts except a few new Lurker scars, you return to the town hall.

You come upon Glint, who is down on his knees, varnishing the floor before the water from your "friend" damages the wood further. When you relate the tale of your futile mission, he breaks off from his continual grumbling, sits back on his haunches, and guffaws.

"And here I thought my afternoon was ill-spent!" he chortles. You bristle, feeling sore about the whole affair, but Glint's laughter is deep-bellied and infectious. You can't help cracking a smile, too.

Maybe word will spread of your misadventure, and you'll be the laughing stock of town for a few days. Being a source of entertainment for your friends doesn't sound like too poor of a reward, considering.

Your mind trails back to the seaside structure, though. Who built it, who it might have once belonged to. Why were the Abaeli and Lurkers so incensed over such tide-ravaged territory? You may never solve this mystery.

You tell yourself that's alright. Not every mystery needs to be solved, after all. That would take away from the strange, chilling charm of this outpost and its outlying landscapes.

Rewards

Gain 10 ✹ each.

107.2 • Tome of Time

Eddica reviews the tome and is impressed with the technique description. "This really makes the positioning clear, I'll have to make note of this format for my own writings." She taps the page a couple times, mouthing the words, then looks up to your companion and speaks with a flick of her wrist: *"Temporialius wrinklae!"*

A haze wraps around the subject and Eddica's lips turn up in a smile. "Lovely."

Rewards

In the next scenario, the selected player returns any number of ability cards in their discard pile to their hand at the end of the second round.

Gain "Tome of Time" 217.

Do not resolve an outpost event this week.

107.3 • ❄ Retires

"My clan needs me," the Snowdancer says, remorse in their eyes. "I have just received word that the elder priest has succumbed to the long winter, and the burden to lead now falls on my shoulders."

You express your condolences, but the Snowdancer shakes their head. "She lived a fulfilling life, and has now joined with Geryuu. There is nothing to be remorseful about." They stand and stare at a small whirlwind of snow they have conjured in their palm. "And I am wrong to call leadership a burden. It is a joy, and an honor. I take it up gladly, but it does mean that you and I must now part ways. I hope our friendship has strengthened the bond between Algox and this outpost—that we have many fruitful years to come as allies."

You extend a hand in respect, and the Snowdancer envelopes it with their own, smiling warmly. "Until we meet again."

Section Links

Add **177.4** to the calendar in the ninth week of next summer.

107.4 • Underwater Throne (53)

Conclusion

What lured these creatures away from their former life, from the glory that you saw in your first vision, is a confounding mystery. But you hope that when this is all over, they will at least have peace.

The head Lurker, its shell cracked and its claws hanging lifeless by its side, looks up at you. The inky madness has departed and a new clarity flickers in its eyes. Its breath is erratic, but it speaks to you psychically, images and feelings echoing gently in your mind. The corpse of a giant lies on the ocean floor, life blooming all around it as thousands of creatures thrive on the bounty. An oasis of paradise in the endless abyss... it is the Lurker's "name"—Fallen Whale.

The image-name fades in an instant and you see the shattered crown, its shards orbiting each other freely, drawing ever closer together. The vision comes with a rush of hope, then sorrow. You see the crown as it was, complete and dazzling, a flash of glory and warmth… but then the vision fades as the Lurker known as Fallen Whale grows still. All is silent for a brief moment, then you grab the shard and flee, one step closer to reuniting the shards into the crown that was lost so long ago.

Rewards

Gain 2 ✓ each. Gain "Coral Shard" campaign sticker.

New Scenario: **Uniting the Crown** (60)

108.1 · The Longest Second (125)

Finally, you come to the center of the factory, the repository of a massive generator. Whereas the first Temporal was emitting all kinds of fantastical light, this one is like a black hole. Streams of light—no, time—time itself is being funneled into the machine! In years past, this power plant may have fueled an empire, but at the moment, it seems to be in the midst of a catastrophe.

That ever present buzz is dwindling down to a whisper now, and on the Temporal itself, bright red, is a large, illuminated "1".

In the back of your mind the amulet screams at you. That "1" represents incalculable danger. The words of your time-crossed doppelganger ring in your memory. "No— I didn't get a chance to warn you about—"

Is this what you wanted to warn yourself about?

You steal yourself and head for the amulet-shaped impression on the generator's control panel.

Section Links

When all characters occupy tile 16-D and a character ends their turn adjacent to glowing orb (a), read **136.5**.

108.2 · Tavern Inquiry

You ask Dinah Snapclaw, proprietor of the Boiled Crab tavern, if she has any recollection of The Mighty Three.

"Those idiots? Yeah, I remember them. They'll come by every so often with another mark to cheat at cards. They tip decent so I keep my mouth shut. Actually, last week was the first time they stiffed me. I guess Tarro finally won a few hands." The Vermling spits into a glass and begins to polish it behind the counter. "One of them came around the night of the fire, come to think of it. Looked like hell, needed a drink. Right around 6:30."

You ask if Dinah remembers which one of the three stopped by. She shrugs. "I don't know their names. It wasn't the lady… the bald one, I think? Tall guy."

Where will you go now?

Section Links

If you search Allya's room at the barracks, read **179.3** now.

If you search Barno's room at the barracks, read **149.2** now.

If you search Cecil's room at the barracks, read **166.1** now.

If you know who the killer is and don't need any additional investigation, read **88.2** now.

108.3 · Black Memories (121)

You land another blow and the Mindthief's power armor staggers back. Inside, she grows visibly angry.

"I knew you'd find me." Her voice is high, frenzied. "I tried diplomacy. I tried altering minds with simple words! I wanted to change everyone's view of us—of me, and the other Vermlings." She tells you how difficult it has been to be caught between two worlds. How she tried living among humans and other groups, how she would even alter the way she spoke, to fit in better.

"Now that my powers are augmented," the Mindthief says, grimacing. "Now that I present a real threat, you can no longer look at me with disgust, can you?"

You hesitate. Here is a Vermling both intelligent and ambitious, but you realize she isn't accepted by her own people either.

And so, you are left with a choice. You can concentrate on destroying the armor, as you have been doing – this will surely neutralize her threat. Or you can concentrate on disabling her mind control helmet. It seems a shame to destroy something so powerful, but it's probably the best way to stop the fight without killing your enemy.

Special Rules

Immediately choose to focus on either destroying the automaton or disabling the mind control device.

Scenario Goal

The scenario is complete when the Augmented Mindthief is dead. At the end of that round, if you chose to focus on destroying the automaton, read **184.2**. Otherwise, at the end of that round, read **125.4**.

109.1 • Change of Heart (55)

Conclusion

So many lives have been lost in this war. Tribulation and horror has fallen on either side for centuries, and now, here in this room, you stand poised to end it. A great crack runs through the center of the Heart of Ice, and you raise the Unyielding Shard as a chorus of protests break out. You defy them all and sink the shard in deep.

Light and warmth. A wave of radiant energy erupts into the room like sunlight touching the land after a century-long winter. You raise your eyes to the Heart and see the Unyielding Shard within it. The two pieces have become one, the smaller shard enveloped by the Heart of Ice around it, and they hang before you, a star brought down from the heavens, and they are singing. Their steady hum emanates throughout the room: a rich, golden tone. With it comes light. Vibrant ethereal glyphs, like those you saw embedded in the shard, unfurl outward into the room. They move quickly, threading in every direction like a thousand scrolls thrown open at once, and fill every chamber and tunnel with light.

The effect on the Algox in the chamber is immediate. All fighting and commotion immediately ceases as every Algox in sight stares dumbfounded at the spectacle, slowly comprehending the words of their god and what they mean—that some malevolent force had corrupted their thoughts and beliefs, pitting them against their own kin. But the evil has been banished, and the reasons for fighting have disappeared. Geryuu speaks through both the ice and the snow, and if their forces are combined, it will only make the Algox stronger.

"The war is over," the chief says, almost not believing the words coming out of her own mouth. "Geryuu calls for peace, and that is the end of it. Our two sects are joined together—made into one by the power of snow and ice." Her chest expands and a soft bluish glow radiates from her open hands. "Let it be known that from this day forth there shall no longer be two sects in the north, speaking to the snow or the ice. From this day, until the end of days, we shall all be known as the Frostspeakers."

A great bellowing cheer shakes the air and for the first time in ages, Snowscorn mountain is at peace.

You are given a bit of attention by a surly Algox healer, and shortly afterward, Gurndel comes to your side.

"Well then," she says, snorting in good humor at your current state. "It would seem that you, my friends, have been changed as well." The elder gestures to one of your hands, and you notice for the first time that a small glyph has been tattooed into each of your bodies: a circle cut through with a series of thick, interlocking lines. It escaped your notice before but now it's impossible not to marvel at the lines glimmering with bluish light. The elder smiles. "The Heart has marked you, warm-bloods. It means 'Ally of the Frost.' A very rare thing indeed."

It is difficult to appreciate the full gravity of the gesture—you did just fight through an army of Algox—but you give thanks as best you can. The elder nods and then together you join the celebration that is already filling the chamber.

Rewards

Gain 2 morale and 2 prosperity. Unlock whichever class box is still locked: or . Gain "Friend of the Frostspeakers" campaign sticker. Remove all events from all outpost event decks.

Add events WO-66 and WO-67 to the winter outpost deck.

Add one +50 card to the town guard deck.

109.2 • Derelict Freighter (127)

Special Rules

Place the revealing character on stairs (d). Stairs (c) and (d) are linked.

109.3 • The Eternal Crave (122)

With the bark in hand, you just have to get back to Noore at the mouth of the cave to cook the stew.

Section Links

When the character who looted the mammoth bark ends their turn adjacent to pot (a), read **162.2**.

Special Rules

Spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
(e): One elite Ice Wraith. (f): Three normal Snow Imps.	(e): One elite Ice Wraith. (f): Three elite Snow Imps.	(e): Three normal Ice Wraiths. (f): One elite Snow Imp.

110.1 · A Growing Problem (124)

Conclusion

You make your way up to the whirling contraption made of wonder and impossibility. There, on its central panel, is an impression in the exact shape of your amulet. Choking back what is now the almost rancid taste of peanut butter, you slam the amulet into the indentation just as the roots of the frozen tree twist and wind their way around you, filling the room to capacity.

At first, there is a stillness so great that it must be the halting of time. Then, slowly, the roots retreat. Soon, the room clears itself, and you realize you've been holding your breath. You breathe in deeply, the air earthy and sweet, without even a hint of tainted time, or peanut butter, left in its wake.

You pick up the amulet. One of the two crystals is now glowing green. It seems that you were able to siphon off the temporal energies and heal the fracture that was growing out of the malfunctioning machine. Unfortunately, the machine looks utterly mundane now. Whatever improbable science or magic that fueled it is gone.

That familiar tickle returns to your consciousness. The amulet has new plans for you.

Rewards

Gain 15 ✸ each.

New Scenario:
The Longest Second (125)

110.2 · Temple of Feline Power (132)

As you pick up the statue, you feel invigorated; strangely powerful. However, the feeling quickly fades, and you can see the power's glow leave your fingertips and join the swirling shadows.

A screeching voice that seems to come from inside your head commands you: "PUT ME BACK!"

But you find yourself unable to. The idol grows heavier and heavier as you hold it until it is almost unbearable, but you just can't put it down...

Special Rules

Set up all monsters as shown as if just spawned.

Place one numbered token on the mat of the character adjacent to the altar. This represents the feline idol. Any character with the idol may freely pass it to an adjacent character at any time during their turn (including during movement).

The character with the idol also places one damage token on their character mat. From now on, for three or four characters, whenever any a character is passed the idol, place one damage token on their character mat. All characters reduce the value of all their move abilities by half the number of damage tokens on their mats (rounded up).

At the end of the next round and each second round after that, the character with the idol adds one damage token to their mat and all other characters remove one (if any).

Door 1 is now unlocked.

Section Links

When door 1 is opened, read **129.4**.

110.3 · Joseph the Lion (126)

Conclusion

Joseph pays little attention to your numerous wounds, dislocated shoulders and torn armor. He's just glad to have his hands back on the ice-cream. Before long, he vanishes from your sight, babbling about his latest hare-brained scheme. Something about water slides?

Rewards

Gain 10 gold each.

110.4 · Deadly Pastimes (85)

A cold breeze blows down a set of stairs leading up to an opening in the ceiling. You may have just found your exit. To your left, a group of boulders blocks your passage.

111.1 · Not Sure

You admit you're not sure who killed Tarro, confirming the demon prince's suspicions about your competency, or as he puts it: "A lovely waste of my time."

To your surprise, a portal opens and out steps an Aesther in an unusual hat. He pulls a pipe from his mouth and speaks up, "Hello. Sorry to pop by, saw there was something of a mystery afoot. Happy to lend a trained eye."

The Aesther touches a scorch mark on the wall, then gives a small harrumph. "Cecil is the murderer, clearly—he killed Tarro after the man refused to return the Oak Charm that Cecil lost in a game of cards. Probably accidentally, wouldn't think it's in his nature. The fire was just to cover his tracks. Of course, you needn't even leave this room to determine the killer; the fire ignition point is a full head higher than either of the other two could reach. It turns out the answer is elemental, my dear demon prince."

And with that, he hops back into a portal and is gone. The demon prince looks a bit taken aback by the whole affair, but ultimately smiles. "What an odd Aesther. Is that common here? People showing up just a bit too late to gloat about mysteries? Either way, I think it's time to remind this plane about consequences." He stands from his ashen throne.

Frosthaven isn't willing to go without a fight, though:

X all

where X is 40 if there are less than fifteen buildings built, or otherwise 70.

Target buildings randomly by drawing from the building deck.

You finally manage to drive the prince back. He laughs as he steps back through a portal to his home—"An enjoyable fight, but I have other matters to attend to. See you soon."

Rewards

All characters start the next scenario with ◆.

111.2 · Invasion of the Dock (71)

With a crash of shattered glass, you are through the office window, surprising both sides of the battle that still rages inside. In the corner, a rotund Valrath has barricaded himself against the ongoing onslaught, but it doesn't look like the overturned desk is going to last much longer.

"Help me," he pleads as another chair is exploded into shrapnel by the swinging claws and gnashing teeth.

Special Rules

Place the swinging character in any (b).

From now on, any character can spend 2 movement points to move from any hex adjacent to (a) to any empty (b).

(c) represents the artificer, an ally to you and an enemy to all monsters, with an initiative of 99 for the purpose of focusing. He has (CxL)+2 hit points. If the artificer dies, the scenario is lost.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
Odd	(d): One normal Lurker Clawcrusher (e): One normal Lurker Wavethrower (f): One normal Piranha Pig at each	(d): One elite Lurker Clawcrusher (e): One normal Lurker Wavethrower (f): One normal Piranha Pig at each	(d): One elite Lurker Clawcrusher (e): One elite Lurker Wavethrower (f): One elite Piranha Pig at each
Even	(f): One normal Piranha Pig at each	(f): One elite Piranha Pig at each	(f): One elite Piranha Pig at each

Section Links

The first time any character ends their turn adjacent to the artificer, read **95.3**.

112.1 · Lush Grotto (113)

Section Links

When door 4 is opened, read **154.1**.
When door 5 is opened, read **146.5**.

112.2 · Pirate Queen's Haul (137)

The air broadens out into a massive crystalline cavern with an underground lake at its center. Beneath a thundering waterfall lilts the remains of a pirate ship, its once magnificent sails trailing raggedly in the water, its lumber now a haven for sightless burrowing critters. Without further ado, Dinah leaps into the lake and swims toward the ship.

You watch her emerge at the ship's hull and shimmy deftly up a rotting rope, swinging her lithe body up over the side. Her gleeful shouts indicate she's found the treasure. The cynical Vermling seems younger suddenly, more playful and carefree. You enjoy it while it lasts. No one in the Boiled Crab will believe you.

You'll have plenty of treasure to compensate—once you defeat the robot sentries which have unleashed themselves from the hold, intent upon guarding their queen's last resting place.

112.3 · Expedition North (82)

You realize that without the call from Cassandra, these adventurers would not have stood a chance. They were already buried in the deep snow when you found them and are suffering from severe hypothermia. You apply warming poultices provided by Voice-of-Eight and wrap them in blankets on top of the sleds you brought. There is no way to stop this storm. You now must simply escape.

Special Rules

All characters add -1 to all their move abilities.

112.4 · Thawed Wood (33)

Conclusion

Working in the north for as long as you have, you'd think snow would be the last thing you'd want to see. And yet, here you are—drenched in sweat, flame coursing around you, and all you want is a nice, three-day blizzard. But you've found it—the last stone.

You cleave through the flame demons, snatch up the final orange rock, and dash free of the cave. The fresh air is incredible.

The demons, though fierce, do not give pursuit, and so, with your stash of heat stones now secure, you make your way gladly back to Frosthaven.

Rewards

Gain 5 each for each unrevealed dowsing rune. Gain "Ember Energy Source" 244.

Section Links

Add **135.1** to the calendar in three weeks.

113.1 · Tavern Upgraded

"On the sea, all we have is honor. And ale." Dinah pulls her gold chain off her neck, setting the final ancient coin on the table in front of you. "I'll get you the where, then it's up to you to bring back the Pirate Queen's treasure. We'll snap it right out from under Barty Half-Ear and he'll never see it coming, the bilge rat."

Dinah gets up from the tavern booth with a bit more spring in her step. She doesn't get more than a few feet before she turns back to you, suddenly the picture of fury. "If you wags run off with my share I will hunt you until my dying day to wring the last drop of vigor from your corpse. I'll see to it that the plants that draw life from your ashes a hundred years from now are bitter on the tongue, stained with the blight of your betrayal."

With that, she climbs onto the bar and shouts to the crowd: "Last call you mutts, I've got a good feeling my luck's about to change."

After many grumbles from the patrons, Dinah Snapclaw is soon marching you into an icy cave tucked away just a few minutes outside the protection of Frosthaven's walls. She walks with purpose, scampering over rocks and unfazed by the cold.

The short journey gives her the chance to recount the ancient history that brought you to this point. "The Pirate Queen scored more booty than any swab before or since. Pirate royalty, really—that little Quatryl earned her title. She didn't trust no one. A bit paranoid. Started swapping her crew out for robots, didn't want anyone around her with a mind of their own. But the crown is a target, and some of her crew hatched a plot. They led her into a trap, thinking they could get her to give up her haul. Turns out she was a good hair crazier than they were and she sealed herself and her mechanical crew away for all eternity. If she couldn't have it, no one could."

"The mutineers didn't live much longer than that, particularly after other crews heard about what they'd done. Pirate lives are shorter than you landlubbers'. But they at least had the good notion to mark where they'd left the Queen's forever-grave. They used the coins of the day, and if you can find the right ones they're the key to a particular device…"

The Vermling sets her torch into a sconce at the back of the cave. With a sweeping motion of her arm she brushes the frost off a stone carving set deep into the rock.

"What, you didn't think I posted up in Frosthaven because it's a good spot for a tavern, did you? You're all terrible tippers. I wanted to keep an eye on this here lock. With the coins in the right spots we'll finally know where those mutineers buried the Pirate Queen and her treasure."

Rewards

Gain "Ancient Coin" i245.

Remove event WO-79 from the winter outpost deck and event SR-50 from the summer road deck.

113.2 · The Mighty Three Inquiry

You head over to the barracks and are quickly pointed over to the so-called "Mighty Three": Allya, Barno, and Cecil. They're playing cards around a table.

"Tarro? Yeah, we played cards with him a couple times a month at the hunting lodge. Heck, I owed him some money—we all did, actually. Cecil lost his precious gold Oak Charm in a game to Tarro just a week ago!" Barno stops himself, brushing his blonde hair out of his face. "We stopped by his place to turn over the last of his winnings before reporting to duty that night. Anyway, it was just a fire, right?"

Allya taps her fingers absentmindedly and chimes in, "Even if it wasn't just a fire, we were all defending against an attack when it happened. I heard, the fire was a little after six in the evening, and we were all on duty. Couldn't have been us—we were all assigned to ferry supplies between locations around the outpost. I was shuttling resources between the barracks and the mining camp from when the attack started at five until well past eight."

Cecil rises from the table to refill his drink. He's naturally much taller than most guards and certainly towers over his companions around the table. He interjects, "And I was doing runs between the barracks and the main gate."

"Only because I refused to trade you for my detail—no way I would be going that close to the front line!" Barno laughs and plays a hand of cards happily onto the table, dragging the pot into his lap. "I was going between the barracks and the hunting lodge, cushiest spot. Makes it easy to grab a quick drink—" Barno pauses, remembering this isn't a social call. "I mean, you don't need to share that bit with the Captain, right?"

Section Links

If you go to the mining camp, read **185.3** now.

If you go to the hunting lodge, read **172.4** now.

If you go to the main gate, read **135.5** now.

If you go to building 74 (if available), read **108.2** now.

If you go to building 39 (if available), read **150.1** now.

If you know who the killer is and don't need any additional investigation, read **88.2** now.

114.1 · Ruinous Research Lab (81)

Conclusion

You open the well-defended container to find a collection of research materials. As soon as you take hold of them, the Aesthers seem to begin losing their grip on this plane. With howls of anger, they fade from view. And, interestingly enough, the machines also power down and become dormant. It seems they were specifically programmed to fight off agents of the Corruption.

You head back up to the surface and leaf through the collected papers. You're sure that someone back at Frosthaven will be able to get some use out of these.

Rewards

Gain 1 prosperity. Gain "Aesther Robe" 070 blueprint.

114.2 · Attacking the Lurkers

You sit at your regular table in The Crater, trying to enjoy your mugs of ale as the inexhaustible tinkerer Pinter Droman chatters ceaselessly. He has been at your side constantly since the bathysphere mission, peppering you with questions… which is exactly why you decided you needed a drink.

"Now, on a scale of one to ten, how many fires occurred onboard during your dive? I theorized only a small probability that the air tanks would explode, and—"

Pinter's questions are cut short as an Orchid guard runs breathlessly up to your table. "You have a, uh… a visitor... at the dock gate…" she pants. "It's a… Lurker. And it, uh, wants to see you, I think?"

You put your drinks down and head toward the docks, where you see a lone Lurker sitting patiently. You recognize Sun in Shallows, the Lurker who first told you about the shards and the fate of its people. Archers line the walls, plucking nervously at their bowstrings as you wave for the gate to open and go out to meet your caller.

It's clear that Sun in Shallows has seen combat since you last met; new cracks run like spiderwebs over her shell and the Lurker leans to one side as she sits, favoring a few injured legs. The giant crustacean perks up as you approach, her psychic singsong greeting echoing in your minds. You wonder what could compel this creature to risk the wrath of the Frosthaven guards, but you realize you already know—the shards. They, and the crown they form, compel Sun in Shallows and her awakened brethren as much as they compel you.

Your suspicions are confirmed as Sun in Shallows delivers her message, a stream of images and emotions running like a tapestry through your minds:

Huge coral structures reach upward like claws from the edges of a crater in the ocean floor, creating the impression of an enormous flower in mid-bloom. You feel the presence of a shard there, but the vision is obscured by an inky swirl of fear and darkness. The swirl expands as you watch, an unnatural aura attaching to the shard, guarding it, and drawing the Lurkers in the area under its influence, turning their already clouded minds to its purpose. They swarm around the shard hundreds strong: a horde, gathering to protect and spread the ever-growing corruption.

You see Sun in Shallows leading a group of Lurkers on an ill-fated attack to unseat the source of the corruption and retake the shard. From the intense sorrow accompanying the vision, you don't need to see the fight to know that Sun in Shallows was the only one to escape alive.

The Lurker's vision fades from your mind, but you see the stakes quite clearly: the crown can never be reunited until you get that shard, but more than that, this source of evil is gathering more beneath the waves, and it will continue to attack you—to attack Frosthaven—to corrupt as many shards as it can. But what can you do against such might?

"A psychic blast." A voice from behind startles you. You hadn't realized Pinter Droman had followed you from The Crater, much less that he'd been privy to the Lurker's bleak vision. The tinkerer continues, almost to himself. "Too many to fight, even with a hundred bathyspheres. Yes, yes, but with their psychic attunement... it's possible we could take advantage of that...stun them, perhaps…" He starts pacing, speaking more and more quickly as he gets excited about his idea. "I'd need to study this Lurker, of course; run some tests. Maybe even get a better look at one of those shards and find a way to harness its psychic energy... It'll take some time, but I'm sure I could come up with a device to do the trick!"

Your response is cut short by a wave of sorrow washing over you. You don't think Sun in Shallows can understand the words, but the Lurker can clearly sense the tinkerer's intent, and her distress is palpable. The prospect of using the coral shards—her symbols of hope—to do harm to her confused brethren fills her with despair. The intensity fades quickly, though, as you feel Sun in Shallows accept that this may be the only way to reunite the crown and save her people from whatever foul thing is taking them. You feel a release, a resignation, and now a vision of the crown floats in front of you, coming to rest in your hands. Sun in Shallows leaves the decision to you.

"Just to be clear," Pinter warns, "we'll detonate this device right on top of where the shard is located. If I do my job right, it should knock out all the Lurkers in the area, but I can't guarantee there won't be some collateral damage at the epicenter." You nod in understanding.

Section Links

If you give Droman the order to prepare a psychic bomb, read **168.2** now. Otherwise, read **94.4** now.

115.1 · Mysterious Crate

Pinter Droman, Frosthaven's resident tinkerer, pulls off a pair of thick leather gloves as you enter his workshop.

"Finished looking at the crate you nabbed off that ship the other day." He gestures to a wooden, tar-covered crate you extracted from an abandoned ship at the dock. "Elkwood, good construction. Exotic stuff, probably from the Eastern Continent. The tar…" he dips a fingertip into a sample dish perched atop a warmer, "is mostly Kivak-fat. Watertight, good quality. Exactly the sort of thing you'd want to contain elemental energy." He nods, analysis complete.

You're about to press him for details when he remembers something. "Oh! And the egg. Looks cracked, nothing inside." He shrugs. "I'm really more of a mechanics guy."

Section Links

If building 83 is built, read **28.1** now.

Otherwise, add **178.1** to the calendar in three weeks.

115.2 · Black Memories (121)

Entering the next room, you brace against a familiar sensation: prickling limbs, a heavy compulsion upon your mind. You want to turn back. When you fight that impulse, your thoughts turn dark, urging you to attack your fellows. You shake your head to dislodge the feeling, and realize you haven't been paying attention. Another pack of Vermlings blocks your way.

They seem as uneasy as the last group, as if they're feeling out of place. But then something strange happens. Like a nightmare that blinks from one terrible scene to the next, they begin to grow. One second, they are the size of a hound, and in the next, they're larger than an Inox. The blue-green energy threads through their fur, and their enormous tails lash like knotted ropes.

Yet their tails don't disrupt the dust on the floor. Is this an illusion implanted in your mind? They hunch toward you, baring blade-length teeth.

It doesn't matter. You'll have to fight them either way.

Special Rules

All Vermling Scouts set up in this room use the stat card of Polar Bears instead of their own, but still use the Scout monster ability deck.

Section Links

When door 2 is opened, read **76.2**.

115.3 · Relief Effort (40)

Special Rules

Place one fallen Algox Guard in b.

Section Links

When door 2 is opened, read **123.3**.

115.4 · Uniting the Crown (60)

A blur of darkness and a screech. Another phantom Lurker falls, black ichor bursting from his body. That makes six. The Lurkers, which had only a moment ago been vicious knots of carapace and shadow, are dead, which leaves only the would-be king.

He does not shy away, this abyssal lord. His eyes, two obsidian orbs, look down on you with bottomless hate.

Special Rules

Any character with all six coral shards on their mat can now damage and apply conditions to the Fracture of the Deep. This includes damage from negative hexes if the character performs a forced movement ability.

116.1 · My Private Empire (107)

"Here, in this god-forsaken frozen north, I found the space to claim my birthright. Here, I am Emperor! I am Lord! Bend your knee! You will scream my name with your last breath! I command you—dance with ME!"

Special Rules

The fifth episode is overcome when all revealed enemies are dead.

116.2 · Underground Station (96)

Special Rules

Floating platform b now moves toward d, then toward door 3. Door 3 is locked and will unlock when the floating platform moves adjacent to it.

Section Links

When door 3 is opened, read **167.4**.

116.3 · Library Upgraded

"Looks like my project to bring knowledge to this backwood is finally starting to get some attention!" Eddica, the resident Valrath librarian, gestures to an Orchid as you enter the library. The Orchid is clad in shimmering armor and wields a sword that seems far too massive, even for their muscular frame.

Eddica continues: "This one is also interested in the ancient lore from around these parts. Could prove useful in our search for the tomes. Speaking of, follow me." Eddica snaps at you, then turns and steps briskly toward a back room. You give a short greeting to the Orchid and then follow.

"Alright, exciting news!" Eddica begins immediately as you squeeze into the cramped space full of dusty parchments. "I think my research has been paying off. If I've done the background research correctly—and I'm certain I have—I think I've located *two* of the Tomes of Power. The first is the Tome of the Elements..." she unfurls a map across the floor, handing you one corner to keep it from rolling back up. "Here." She points at an area nearby where you were already intended to go on a future adventure. "Be careful, though: accounts of the Tome of the Elements make it sound a bit more volatile than the others. I wouldn't recommend opening it in the field."

She pushes her red-rimmed glasses up the bridge of her nose, kneeling next to the map. "The second is a bit hazier in the written record. The Tome of Conflict, like the other tomes, was penned by the spellcaster Belara—that much is clear. But something happened, and the books were scattered. If I'm reading this correctly, older maps actually reference a tower in the woods." She points an impeccably manicured fingertip toward the tundra. "But it doesn't show up on any newer surveys of the region. It's just a hunch, but I think you'll find the Tome of Conflict there. If it's not too far out of your way, could you check it out for me?"

Rewards

Add event WR-46 to the winter road deck and event SR-48 to the summer road deck.

Unlock ✡ class box.

New Scenario:
Tower of Knowledge 134

117.1 · Captain Olmstead Inquiry

You visit the barracks and ask to speak with Captain Olmstead. He's busy, but when you mention there's a demon inside Frosthaven's walls on the verge of murdering everybody, his schedule suddenly clears.

"The Mighty Three? They're a group of guards I've been watching for some time. Never pinned anything on them, but they're always a little too close to problematic events in town. I don't think they'd stoop to murder, but I've been surprised by better people."

The captain shuts the door to his office and turns to you. "They spend a lot of time gambling. Word is they lost some decent money to Tarro a week ago." He drags a logbook off his shelf, flipping through the pages as he speaks.

"The night of the attack, the alarm bell first rang a little before five. The fire at Tarro's place was a little after six. I gave everyone orders and put 'The Mighty Three' on supply runs—at least they'd be less likely to screw that up. Allya… let's see, I assigned her to cart metal from the mining camp to the barracks. Barno, he was gathering resources from the hunting lodge and bringing it back here, and Cecil was doing runs up from the barracks to the front lines of the main gate. Here's the consolidated logs from each check-in."

He hands you the journal to take a look. It reads:

CHECK-IN LOG

5:00 PM Barracks: Allya, Barno, Cecil
5:15 PM Main Gate: Cecil
5:30 PM Mining Camp: Allya
5:30 PM Hunting Lodge: Barno
5:30 PM Barracks: Cecil
6:00 PM Barracks: Allya, Barno
6:30 PM Mining Camp: Allya
6:30 PM Hunting Lodge: Barno
7:00 PM Barracks: Allya
7:15 PM Barracks: Barno, Cecil
7:30 PM Mining Camp: Allya
7:30 PM Main Gate: Cecil
7:45 PM Hunting Lodge: Barno
7:45 PM Barracks: Cecil
8:00 PM Barracks: Allya
8:15 PM Barracks: Barno

Captain Olmstead leaves you with the logbook. "I'm going to go prep the guard for this demon's attack—not that I don't trust you lot to find the killer, but…" He pauses for a moment, unsure how to continue the sentence. Eventually, he just shuts the door.

The sun will set soon and you're running out of time. Where will you go?

Section Links

If you go to the mining camp, read **185.3** now.

If you go to the hunting lodge, read **172.4** now.

If you go to the main gate, read **135.5** now.

If you go to building 74 (if available), read **108.2** now.

If you go to building 39 (if available), read **150.1** now.

If you know who the killer is and don't need any additional investigation, read **88.2** now.

117.2 · Overrun Barricade (43)

Well, you've got to hand it to the industrious little fellow—these strange devices Crain has engineered are making the impossible possible. You fight through the first wave of Unfettered, fully prepared to take on the next.

Section Links

When door 2 is opened, read **2.3**.

117.3 · Scrap Pit (35)

"Ah, look at this!" Crain holds up a mass of steel and wire. "A perfectly pristine charging capacitor! How marvelous!" It looks anything but pristine, but you decide to continue to trust his process as he moves toward the next pile.

Special Rules

Crain's current goal is now debris d.

At the start of each round, spawn one elite Ruined Machine for two characters, or two elite Ruined Machines for three or four characters at f.

Section Links

At the start of any round, when there are three damage tokens on debris d, read **126.3**.

118.1 • Buried Ducts (36)

Conclusion

There is good news and bad news. The good news is that, judging by the number of machines operating here, you're nearing the center of the complex. The bad news is you have to get back in the tubes.

Still, it's easier to climb knowing that the end is near. You hoist yourselves back up and continue on.

You crawl. You wriggle and scrape. Time stretches slower than you knew possible. After a while your arms begin to tire and you wish only for sunlight. Each time you turn a corner to find only more ventilation tube, your heart sinks.

You're just about ready to give up entirely when a patch of light appears up ahead. You move faster, crawling out of a massive exhaust vent that opens onto a huge, echoing hall. This has to be the heart of the complex. The chamber is immense and filled with rows upon rows of hulking steel and iron machines: furnaces, arms, pistons, wire, and pipe. There is no doubt that this is the central chamber, and deep inside you can see its core: a raised platform overlooking the vast hall, and atop it, a single figure cloaked in shadow.

Rewards

Gain "Converging Lenses" design 1067.

New Scenario:
Nerve Center (44)

Locked Out Scenario:
The Dead Mile (37)

118.2 • Lurker Necromancy (118)

The tunnel broadens into a vast chamber, a host to a galaxy of pale fossils. Unfortunately, the Lurkers are carving away, destroying this natural phenomenon. Their efforts are uncovering pockets which encase the amulet stones.

You prepare to attack, but the Boneshaper stays your hand. "Let me speak to them." Pressing fingertips to your forehead, the Boneshaper opens a channel of communication to the Lurkers, who pause in their work, startled. The Boneshaper transmits a psychic image of the amulets, asking the Lurkers what they intend.

The largest one responds, sending a flash of coral shards, a feeling for want. They had been digging for these shards when they discovered the amulets. The next few images are disturbing. Lurkers herding undead toward a group of Abaeli, ripping their enemies apart. Lurkers and their undead army plaguing the landscape, marching toward Frosthaven.

"Vile purposes!" the Boneshaper spits aloud. "Petty squabbles such as these taint this power. I will not allow these amulets to be abused thusly!"

Incensed, the Lurkers rear up and rush toward you.

118.3 • A Call for Help

You are awoken in the middle of the night by the glowing apparition of an unfamiliar Aesther woman. "This is a call for help," she says. "Several weeks ago, I sent my dearest friends your way, but I am afraid they may now be in danger. A storm is brewing. Find them before it is too late."

In your mind, you see a location: rocky terrain somewhat west of the Frozen Pass, in the Imperial Mountains. It is the center of a massive snowstorm, and you realize you must head there immediately.

Rewards

New Scenario: **Expedition North** (82)

119.1 • Carrion Ridge (47)

Conclusion

Cracked insect carapaces litter the ground like wet leaves after a storm. The bugs have thrown themselves at you in wild, uncoordinated waves, and now they lay silent, their bodies mixing with the picked-over bones that fill this place. How long their nest has been here, and how many of them have spawned, you'd rather not know, but now that the fighting has stopped, you notice there is more to this place than just bones.

A tunnel leads away from this pit, carved from the ground and reinforced with collected branches and roots. Normally, such a tunnel would be the last place you'd want to travel, but you sense a presence deep within it. A darkness is hidden down there, emanating upward like a fever. You have no doubt that is the source of the Algox possession. Whatever your reservations, you can't stop now. You must descend into the Harrower tunnel and seek out the source of the corruption.

Rewards

Gain 10 gold each.
Gain 2 collective .

New Scenario:
Call of the Harbinger (56)

119.2 • A Contained Fire (89)

There is a great crack, and the massive sculpture comes tumbling down, shattering as it connects with the hard earth. In the aftermath, you see Faye stand up and brush herself off. "Thank you. Now let's end this!"

You start to introduce yourself, but she's clearly on a mission. Scrambling over the wet rubble of the statue, she immediately heads for the next room.

Special Rules

Door (2) is now unlocked.

Place one numbered token in an empty hex adjacent to (C) or the closest empty hex to it. This represents Faye, an ally to you and an enemy to all monsters. She has 8+(3xL) hit points but immediately reduces her current hit point value to 3+L. On initiative 11 each round, she performs 2; L, focusing on moving toward and opening the closest closed door, then finding a focus and attacking an adjacent enemy if there is one.

Section Links

When door (2) is opened, read **131.5**.

119.3 • Random Scenario

You hold the curiously fragile bit of machinery in your hand, and it suddenly comes to life, projecting some sort of illusory, three-dimensional map in the empty space above it. You try to touch this projection with your other hand, but it just passes right through the light, blanking out anything above it. Very strange indeed.

The map itself appears to be of some sort of ancient building that constructs machines, you wonder whether it is still operational and whether it may be beneficial to visit. After a considerable amount of tinkering, you discover a way to make the map zoom out, and there it is: a blinking dot on a very recognizable landscape. Shouldn't be too hard to find.

Rewards

New Scenario: **Furious Factory** (109)

119.4 • A Growing Problem (124)

As you barely make your way through the narrowing passage, the sound of the ice closing off your exit fills the air. You can hardly catch your breath when more of the former guardians of this place make their presence known.

It seems that some unknown civilization left guards to protect this area, and even death did not release them from their cause. Being dead, they also appear to be unaffected by the rapid acceleration of time.

Is the cause of the temporal fracture a machine of some sort? Why is it now malfunctioning after thousands of years? What was the purpose of this machine? Did its creators travel freely throughout time, and if so, where are they now? When are they now?

You'd love to ask these burning questions of the guardians that stand before you, but they seem rather intent on killing you instead.

Section Links

When door (2) is opened, read **195.3**.

120.1 · Corrupted Camp (39)

Special Rules

Reduce the Algox Guard's current hit point value to (L+X)x2 (if able), where X is the number of damage tokens on door 1.

120.2 · The Dancing Iceberg (131)

It looks like there are more Lurkers on their way. Unfortunately, they seem to have noticed just how precarious a position this wobbly plateau puts you in. They might try toppling the iceberg instead of attacking you directly!

Special Rules

Spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
a and e: One normal Lurker Wavethrower.	a, c, and e: One normal Lurker Wavethrower.	a, b, d, and e: One normal Lurker Wavethrower

Section Links

At the start of the fifth round, read **181.5**.

120.3 · Retires

"My life was so small before I met you." You walk with the Frozen Fist toward the main gate, all of their belongings packed up in a bag slung over their shoulder. "All I knew was just Algox and the frozen wilderness. We fought each other, squabbling over our tiny little corner of the world.

"But then there was all of you! So many different peoples come together to work toward a common goal. And I traveled on a boat, and met metal creations that move of their own free will!" The Frozen Fist shifts their pack, unable to contain their excitement.

"And now you tell me that if I head south through the Frozen Pass, there's an entirely different world waiting for me to explore, full of deserts and rivers and swamps and cities! Now that I know what's out there—what's possible—I simply don't have a choice but to go experience it!" You arrive at the main gate, and the Frozen Fist gives you a soft, enveloping hug.

"Thank you, friend! Stay safe up here, and don't worry—I'll be sure to write!"

Section Links

Add **185.4** to the calendar in ten weeks.

120.4 · Blizzard Island (48)

Conclusion

The blizzard will not relent. It pushes you in every direction, and the cold claws at your lungs. There is no graceful way to fight in a torrent, but you will not be stopped. You plant your feet and cut down the last enemy, its body bursting into frozen dust.

"It is near!" Denpang shouts. You can barely hear her over the wailing storm. "Look there!" She points up ahead and you catch brief glimpses of switchbacks that lead farther up the mountain. "This storm is not natural. If we follow the path, we will find its source." You quietly note her avoidance of the word "Render".

There's little time to consider another option, and there is really no need. You set out with this Algox only days ago, but already she has proven herself. The trek will be rough, the mountain only grows more steep, so you dig deep and push up through the freezing wind.

Rewards

Gain 10 each.
Gain 2 collective .

New Scenario:
Sanctuary of Snow 57

120.5 · Great Dallum

Something is off here. This description of the Great Dallum, even accounting for mistaken observations, isn't even close. This is an impostor! You raise the alarm and soon others in the crowd take notice. The impostor's handlers start exchanging nervous glances, and it doesn't take long before the crowd turns into a mob, grabbing back the offerings and driving the charlatans out of town.

Rewards

Gain 2 morale.

Do not resolve an outpost event this week.

121.1 · Automaton Uprising (59)

The waves come and you strike them down. You heave yourselves up, muscles drawn and wasted, pulling at the very dregs of your being, and you swing, dropping more and more machines. But still they come.

The doors to the final tower fall open. Just a little longer.

Special Rules

Open all doors 1.

121.2 · Frozen Treasure (90)

The last monster falls. You stand on the ice, your breath steaming in the frigid air. You've had enough of your adventure on the ice floes—time to head back to Frosthaven for a warm meal and a stiff drink.

The jolly boat returns, picking you up from the ice. You reach the ship, and climb gratefully aboard, your treasure clinking in a sack.

Rattusca appears from below decks, eyeing your haul. "Looks like things went well out there," she laughs. "Time to split up the loot."

Rewards

Gain 1 ✓ each. Each character gains 10 gold for each numbered token they looted.

Section Links

If you give Rattusca her share, read **132.3** now.
Otherwise, read **146.2** now.

121.3 · Invasion of the Dock (71)

Conclusion

You get the spectacled stranger to safety, but he seems more agitated than grateful. "They have taken it! All this precaution and planning for nothing. The sea vomits up a couple fish to take it like a lowly bunch of sand pirates. Doesn't this frozen ice chunk of a town have a guard?"

He straightens his finely woven tunic and attempts to calm himself. "I'm... I'm sorry. Yes, yes, thank you for your help, I would have surely met my end if it were not for you. My name is Lihrey, an artificer of the Storm Society, and I am appreciative of your assistance."

Lihrey extends his hand in greeting and you take it, noticing the Valrath is adorned with various contraptions, and his pockets are overflowing with strange instruments and trinkets. "In all fairness, I believe I may have attracted this aquatic aggression. You see, my research led me to this area and to a piece of an artifact that I believe holds the power of an ancient sea... umm, creature. Well, the Abaeli would call it a god, the Leviathan, but I prefer to use more scientific terms. It was a gargantuan creature at the apex of the ocean ecosystem."

Lihrey adjusts his glasses. "Anyway, the limited history I have been able to uncover hints that the pieces of one of its scales—three in total—have been separated and hidden away in this area. I found one of the pieces out on an island in the Biting Sea, but I, well, I may have stirred something up in the Abaeli when I did. They are now very keen on recovering the power of their Leviathan, and are very angry that someone else would be messing with it. Add to that the fact the Lurkers are keen on not letting the Abaeli get a hold of the power, and well, this is the end result." He gestures around at the trashed office.

"Now that the Abaeli have one piece, I fear they may now go after the others, and let me tell you: you don't want them to get a hold of the Leviathan's power either. This whole outpost would be..." Lihrey pantomimes a huge snake emerging from the ocean and crashing down on Frosthaven, complete with sound effects. "I'm close to the location of the second piece, but it will take some time to pinpoint it and organize an expedition."

Rewards

Damage any one even building between 71 and 89. Gain 10 ✸ each.

Section Links

Add **149.5** to the calendar in five weeks.

122.1 · Sacred Soil (69)

The trees grow closer, thrust up into the sky as if groping skeletal hands, and the vines twist into the thick knots, making progress painful and tricky. Barely any light reaches the forest floor making it easy to be turned around in this maze of thorns and beasts.

122.2 · Shoreline Scramble (91)

Conclusion

At last you reach the end of the cliff and are able to scramble up the slope to safety. Below, on the beach, the Lurkers hiss and clack their claws, angry that their quarry has escaped. Beyond them, the storm that came up so suddenly is at last playing itself out. It has died down to just a few splatters of rain and the odd gust of wind.

You hear voices from behind nearby bushes. Cautiously approaching, you see Rattusca holding out her hand as a pair of bedraggled sailors count coins into her palm.

Noticing your approach, she turns. "That was quite the run. But I knew you were going to make it. In fact, I bet on it!"

You stare angrily at her. Surely she could have helped even the odds in your battle with the Lurkers. "Don't be so cross. Like I said, it was obvious you would succeed and you did, so it's all water under the boat. Besides, we've got a bit of a journey to get back to Frosthaven, so let's all be friendly and work together."

Rewards

Gain 2 collective .
Gain 1 morale.

122.3 · Decisive Action

An Algox messenger appears at the main gate, handing off a message from Chief Lanprul of the Snowspeakers addressed to you.

"Warriors, the time has come. The peace summit has been arranged, and we would be grateful for your attendance. Denpang is making the final preparations for her assault on the Icespeaker spires, which will only lead to further suffering. We must end this now."

Accompanying the message is a map to a remote cave in the Copperneck Mountains where Lanprul will be 28. You also note, however, the position of the spire Denpang will be attacking 29. She did demand your aid if you wanted to remain in their good graces. You must decide which course of action is best.

Rewards

New Scenarios: **Summit Meeting** 28, **War of the Spire A** 29

122.4 · Great Dallum

EDUCATED:
Read **120.5** instead.

The Great Dallum accepts your generous gift, whispering words of kindness into your ear. It's not perfectly applicable, but as a metaphor there really is something to what he says. Yes, you get it now... this has some very practical applications, really. This changes everything.

Rewards

Lose any 3 collective resources.
Gain 2 inspiration.

Do not resolve an outpost event this week.

122.5 · The Savvas Seal (63)

Special Rules

From now on, in addition to starting with and gaining disadvantage, all monsters add -1 to all their attacks, and all characters and character summons add +1 to all their attacks.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
11	b: One elite Savvas Lavaflow.	b: One elite Savvas Lavaflow. e: One normal Earth Demon.	b: One elite Savvas Lavaflow. e: One elite Earth Demon.
12	b: One elite Savvas Icestorm.	b: One elite Savvas Icestorm. e: One normal Frost Demon.	b: One elite Savvas Icestorm. e: One elite Frost Demon.

123.1 · Black Memories (121)

In the underground lair, steam and oil foment a noxious atmosphere. Your lost companion stands limply beside a tall, hulking form: a giant, mechanical suit full of tubes and gears... and rats. They're everywhere, swarming between the gears, perched in the joints. And in the middle of the suit, shielded by a glass dome, stands the Mindthief, wearing her power-enhancing helmet.

"You are not welcome here!" she yells at you. "This is your last chance to leave and let me finish my work."

When you don't, knowing you can't, she puts both hands on either side of the helmet, concentrating. At the command, the rat-powered suit takes a grinding step. And your mind-controlled companion stirs, lurching toward you.

Special Rules

From now on (including now), any figure that enters a or b on tile 10-B is immediately placed in the corresponding a or b hex on tile 15-C or the closest empty hex. There is no line-of-sight between tiles 10-B and 15-C, but figures can find focus between the tiles. No figure can teleport between the tiles.

Place the mind-controlled character in c and their summons in empty hexes closest to them.

All Vermling Scouts set up in this room use the stat card of Polar Bears instead of their own, but still use the Scout monster ability deck.

The Steel Automaton is the Augmented Mindthief. It has Hx(C-1) hit points but no innate shield.

Section Links

When the Augmented Mindthief is reduced to at most half its maximum hit point value (rounded down), read **108.3**.

Return to **100.1** to reference its special rules, if necessary.

123.2 · Vermling Siege

"FOOOD! FOOOOOOOD!" the Vermlings' war cry isn't exactly poetry, but you get the point. You draw your weapons and bash your way toward the town's gate, suffering a few bites in the process. Archers in Frosthaven's gatehouses pepper your attackers as best they can, trying to clear a path for you to get to the safety of the wall. As you run you see a team of Vermlings preparing their catapult for another attack on the town. You change course and charge up the hill toward the siege weapon. You dispatch the siege team quickly, but the swarm is close on your heels.

Section Links

If HUMAN, read **12.3** now.
Otherwise, read **137.3** now.

123.3 · Relief Effort (40)

Special Rules

Place one fallen Algox Archer in c.

124.1 · Page 8 Puzzle Solution

"Splendid," Crain says without any hint of irony. You are standing several dozen feet below ground in a nearly lightless crypt and all around lie piles of recently slain undead. "Really marvelous."

When you returned to Crain to make a report on this "death site", the Quatryl asked so many questions that you decided it was easier to just show him. Ten minutes down here, and the Quatryl has already pocketed a hunk of stone wall, two vials of dirt, a glob of imp residue, a square of matted fur, and a handful of loose teeth. Only once his pockets are bulging with dusty remains does the scholar stop and explain.

"These bodies," he says, "confirm Logren's theory about this place. Now, I simply need to repeat her experiment and we'll know for certain." Crain unties a small storm lantern from his pack and, after adding a dram of odd-smelling oil to the reservoir, lights it. The flame catches and burns an eerie green and, the instant it's lit, several wisps of greenish vapor rise from the stonework and coalesce around the lamp.

"There," Crain says. "This is what the researchers were investigating, a divergent energy that lingered—still lingers, apparently—in certain parts of the North. I'm still working through the notes but, from what I've read, this energy always reacts to the burning of a particular solution and it always triggers certain," he nods at the pile of undead bodies, "unusual phenomenon." Crain puts his lamp down and the green vapor begins to build, swirling around it like a tiny storm.

"Logren and her team theorized that the energy was the result of war fought long ago in the North. This crypt lies on one of the major battlegrounds." The green storm circling his lamp gets bigger by the second.

"In order to understand the nature of the energy, we'll need to investigate the other sites. There should be a few more points along the northern coast. I'll give you a set of coordinates for a place to start." He hands you a note that simply reads 3M-1L-7A.

You then watch as Crain pulls on a thick, oversized leather glove and, moving quickly, tries to snuff the lamp. However, when he reaches down, the green vapor attacks his gloved hand and tears at it with angry spectral teeth, taking out several visible chunks. As soon as the light is out, Crain rips the glove off and flings it to the far corner of the room, where it smolders a greenish smoke.

"Satha might be needing a new pair of gloves soon."

Rewards

New Scenario: **Haunted Vault** 17

Do not turn to the next page in the puzzle book. Instead write the solution to the next puzzle on the same page.

124.2 · Bolt (133)

You depress the plates, and the cogs around the metal door spin. There is a creak, and then the whole contraption opens inward, revealing the long-missed daylight. You are almost out of here.

Special Rules

Open both doors 3.

Each a is an escape hex.

124.3 · A Tall Drunken Tale (128)

Amidst the snoring, everyone sits around recapping the events and drawing themselves in closer to your table. Eros, on the other hand, writes down a few more lines, adjusts its scarf, and then heads off to find Nits.

"Quite the adventure, my new friends," Derrick holds up his pint with a winking nod as more mugs are brought to the table. "You know, I am actually in the market for some mercenaries. Assuming you're half as good as these fellows claim, well, we should talk—with sober minds, of course. See—"

"Not now, Dirk," Nits stumbles his wiry frame back to his seat, cutting off the nobleman. "Where were we?"

"Apparently, we left off during nap time," someone in the back jokes.

"Narb!" Nits gives his brother a whack, but the snoring continues. Nits shrugs and picks up the story anyway. "Right, even the beasties were tuckered out, and we all decided to call a truce..."

Special Rules

No turns are performed this round, and no monster or character reveals or plays any cards. All characters recover up to three of their lost ability cards and collectively recover any C items. All figures perform ✦ L, self. Shuffle all monster ability decks, and shuffle the twelve numbered tokens face-down next to the map, but do not draw any this round. Then relocate door 4 to b. If there are any figures, tokens, or overlay tiles in b, place them in the closest viable hex.

Each character swaps places with another character, such that no character occupies the same hex they occupied at the start of the round.

Section Links

At the start of the sixth round, read **139.1**.

125.1 · Portal of Pain

The portal looks unstable, but you really don't want to meet what's up above that leg. With a headlong leap you're back on sturdy tundra, a crackling portal behind you. You hear the Pain Conduit shout from the other side.

"Stop!" the Pain Conduit yells to the giant. "I feel the suffering that overwhelms you! I can help!" The metal monstrosity ignores them, instead pushing a finger through the portal toward the tundra on your side. Thankfully, it can't get more than a single digit through… until it pulls at the edge, tearing the portal skyward like ripped paper.

It steps through with a colossal footfall, the purple tear snapping shut behind. It's in your world now, lumbering toward Frosthaven.

Rewards

All characters start the next scenario with .

New Scenario: **The Titan** (123)
You must play this scenario now.

125.2 · Lurker Necromancy (118)

With the undead dead for good this time, you enter the tunnel. Seeing how its sides are carved in great, uneven gashes, you begin to suspect the identity of the diggers. That suspicion is confirmed when a sound reaches you. Multiple legs skitter, claws snap open and closed. "First corpses," mutters the Boneshaper. "Now crabs."

Another turn and you see them: Lurkers blocking the tunnel. Before them totter their enthralled minions, another group of amulet-powered undead. The Lurkers urge them straight toward you.

Section Links

When door (2) is opened, read **118.2**.

125.3 · Work Freeze (114)

Conclusion

"Marvelous! Outstanding! Oh, it's beautiful!" Pinter Droman stands at the site with a work crew behind him. "I couldn't have hoped for a better result!"

The tinkerer gushes like this for a while, racing around gleefully to inspect the stability of various parts of the site, which is now a mostly clear slab of flat rock connecting the two sides of the valley. "We'll need to dig quite a bit to make it ready, of course, but no need to concern yourselves there. I'll be certain to send for you when we reach the next phase!"

Rewards

Gain 5 collective .

Section Links

Add **86.1** to the calendar in four weeks.

125.4 · Black Memories (121)

Conclusion

After a final blow, the mind control helmet releases a blaze of energy which sweeps the rats away and knocks you and the Mindthief's armored suit to the ground. You raise yourself and run over to the downed suit, where you find the Mindthief behind the glass dome, struggling to remove the cracked helmet from her head.

You offer to help, but she resists, jumping out of the suit and gazing in dismay at the smoking wreckage. With a ferocious scowl she rounds on you. "Look at what you've done! Look at –" she breaks off as a myriad of Vermling faces peer from the shadows. Vermlings who, because she'd mind-controlled them, are afraid of her. "– look at what I've done," she finishes, mortified.

Letting her cracked helmet clatter to the ground, she sighs. "In truth, I didn't intend for my experiment to go this far. Somehow my passion for advocating for my people turned into this diabolical obsession. I just wanted to change what everyone thought of us."

She lapses into thought, and at her quietude, a few of the rats from her suit scurry over. She lures them onto her shoulders with bits of bread from her pockets. "I suppose I don't have to control opinions quite so literally, do I?" Giving you one last look of both suspicion and reluctant gratitude, she approaches the other Vermling. As she speaks to them, drawing them in using her natural magnetism rather than any evil genius tech, you suspect she will now use these powers for good. Perhaps that will be enough to make a difference for her people.

Rewards

Gain 2 morale.

126.1 · Low Morale

The weight of the outpost's history sits heavy across the inhabitants. People shuffle from place to place listlessly, not making eye contact. Rations have diminished to emergency levels and the patchwork roofing that is all-too-common in Frosthaven starts a descent into the unmaintained. The people are cold, hungry, and beginning to turn on one another.

Mayor Satha pulls the shivering populace together in the center of town. She carries a crowbar in her hand.

"We've seen a hard season. But where there is great darkness, so too is there light." She deftly knocks the side off a crate beside her, showcasing a bounty of resources.

"I've been setting aside some supplies for this day. A sort of last stand for Frosthaven. But this is the last of it—there is no other fallback. I can't guarantee we'll be here tomorrow, but the ice isn't taking us today."

Perhaps it's the smiles in the crowd, but you feel a warmth in the cold air.

Rewards

Gain 5 morale. Collectively gain any 6 material resources.

Lose 1 prosperity.

Section Links

Cross out **126.1** on the morale track and replace it with **155.3**. If your morale reaches 0 again, read this new section.

126.2 · Harrower Library (101)

Zu swarms into position at the center of the room and expands into a cloud of insects. "We are ready to accceptttt the knowledgggge."

Special Rules

(a) represents Zu, an ally to you and an enemy to all monsters, but they cannot be interacted with in any way. They are not affected by any non-swarm traps or terrain.

Numbered tokens (4)-(12) can be looted as normal, and when each one is, create one trap in the closest empty hex. These represent swarms, which cannot be removed or destroyed. At the end of each round, each swarm moves two hexes toward Zu through any featureless hexes.

After all swarms move, Zu performs 2, focusing on moving toward and occupying the closest hex with a swarm. If Zu ever occupies a hex with a swarm, the swarm is absorbed and removed from the map.

126.3 · Scrap Pit (35)

"These should do nicely!" Crain throws more broken contraptions into his bag. "Yes, with these, you see, we could set up a feedback loop and increase the intensity of..." He trails off, staring into the dark with intent.

"Is that a..." He trails off again, rushing toward the final pile.

Special Rules

Crain's current goal is now debris (e).

At the start of every round, instead of spawning Ruined Machines, now spawn one Spitting Drake at (g). It is normal for two or three characters, or elite for four characters.

126.4 · Deadly Pastimes (85)

Refreshing water weaves its way down the smooth edges of this rock wall. You take a drink and are refreshed.

Special Rules

Whenever any character ends their move ability adjacent to (a) (including now), they gain .

127.1 • Page 8 Puzzle Solution

"Oh how things change," Crain says. You're back at the abandoned temple, standing in the hall of worship, the floor full of broken glass and cold, split metal. Crain bends down, picks up a severed mechanical hand, then a foot, and stuffs both into his pack.

"Research," he says and wanders off. When you returned to Crain to make a report on this "death site", the Quatryl asked so many questions that you decided it was easier to just show him.

"So besides trying to kill you," Crain asks, "were the machines doing anything strange?" He's moving between the four darkened pillars, plucking up little bits of broken machinery.

When you can't think of anything, Crain pours a dram of odd-smelling oil into his lamp and, using a torch and a bit of kindling, lights the lantern, but its flame is a bright emerald green. As soon as it flickers to life, the room begins to react. Thin wisps of yellow vapor, much like what was in the central orb, leak from the temple walls and coalesce around the lantern, whirling like a miniature storm.

"There's your bit of strange," Crain says. "And it confirms Logren's notes. This is a death-site." He steps back and the both of you watch the vapor build.

"This is what the researchers were investigating, a divergent energy that lingered—still lingers, apparently—in certain parts of the North. I'm still working through the notes but, from what I've read, this energy always reacts to the burning of a particular solution and it always triggers certain," he clears his throat, "unusual phenomenon." The Quatryl digs in his pack and pulls out a heavy, oversized leather glove.

"Logren and her team theorized that the energy was the result of a great war fought long ago in the North. This temple, or the mountain the temple was built in, was the site of a major battle." The yellow storm circling his lamp gets bigger by the second.

"In order to understand the nature of the energy, we'll need to investigate the other sites. There should be a few more points along the northern coast. I'll give you a set of coordinates for a place to start." He hands you a note that simply reads 3M-1L-7A.

You then watch as Crain pulls on the glove and, moving quickly, tries to snuff the lamp. However, when he reaches down, the green vapor attacks his gloved hand and tears at it with angry spectral teeth, taking out several visible chunks. As soon as the light is out, Crain rips the glove off and flings it to the far corner of the room, where it smolders a greenish smoke.

"Satha might be needing a new pair of gloves soon."

Rewards

New Scenario: **Crackling Tunnel** 31

Do not turn to the next page in the puzzle book. Instead write the solution to the next puzzle on the same page.

127.2 • Elemental Cores (66)

As recommended by the Aesther at the portal, you close your eyes as you step through, the searing brightness somewhat dulled by the protection of your eyelids. Still, you feel blinded and it takes a moment to adjust. Though, with Sun Demons approaching, you're not sure you have a moment.

127.3 • Prison Break (99)

The heavy door to the prison swings open, but rather than a typical cell, there's just a single wooden box on a pedestal. Before you can retrieve it, you hear the heavy thud of stone feet shuffling in the room.

Special Rules

Open door 1.

128.1 • Tower of Knowledge (134)

128.2 • Crain's Recovery

You have been lucky—luckier than most—to have never spent more than a few nights inside a gaoler's cage. Of course, there have been times when your temper's gotten the better of you, when you've indulged more than was wise, but you've never been forced to spend night after night, month after month sleeping on a stone floor with nothing to look forward to but a glimmer of morning light through iron-bars. So you can't really fathom what it's like to finally be free from prison or what a person would do when they finally got out, but you doubt they would do this.

Crain Tallengyr, the Quatryl scholar you rescued from the Unfettered catacombs, has transformed his previously clean, albeit sparse, room into the cluttered, cramped nest of an academic. Somehow between last night and this morning, the Quatryl has gathered several books and a large stack of parchment and he's arranged everything on the floor around him like a flimsy mosaic. Behind him is a plate of half-eaten eggs and hard biscuits and several empty teacups. The bed is still made but the top sheet has been confiscated to sop up a large puddle of ink on the floor. His door is open and when you knock on the frame, his face lifts into a manic smile.

"My stalwart friend!" He bows without getting up. "Come to check on your rescued ward? What chivalry! And perfect timing, I might add. As you can tell, I've managed to get in a full night's work." Crain tries to pull out a book of notes, but you stop him, asking him about his ominous warning concerning the Unfettered.

"Oh, yes, them," Crain waves his hands dismissively. "Certainly a problem. I suppose we are the ones best equipped to intervene. I've had plenty of time to study them, you see, and I am confident that if you bring me back into their facility to scavenge for some materials, I can create a device that will deactivate the Unfettered.

"But that," Crain says pointedly, pulling out his book again, "is not the exciting part." The Quatryl clearly wants to move on from those memories, so you take the hint and ask what he's working on.

Rewards

New Scenario: **Scrap Pit** (35)

Section Links

Read **190.4** now.

128.3 • Collection's Capstone (88)

Conclusion

The Collector wails terribly as its aura fades, causing its body to crumble to the floor, now nothing more than a heap of lifeless stone. You walk over to the main console and fiddle with the controls until you figure out how to open the rest of the cages. Nothing else should suffer from this monster's pursuits.

When you return to Frosthaven, you meet up with the sister and her brothers, who made it safely back. They are injured, but they will live and are very grateful for all your help.

Rewards

Gain 2 morale.

128.4 • The Titan (123)

You discover levers on the titan's arms, which unseals the door into its skull. A small maintenance hatch opens onto a cramped set of stairs leading up into the cortex. There, you find a whirling ball of energy between interwoven rings, which twist at incredible speeds.

As you reach for a blunt instrument to destroy it, however, a metallic shriek resounds. The mind-core has sensed you. The rings produce spikes and whir alarmingly closer.

Special Rules

The Ice Wraith is the Power Core. It has HxC/2 hit points (rounded up).

128.5 • Old Coin

Is that…? Yes! A circular coin with strange markings and a hole clear through its center. This is one of the mysterious coins Dinah Snapclaw told you to keep an eye out for!

Rewards

Gain "Ancient Coin" 245**.**

Remove loot card 1419 from the game. No longer add it to any scenario's loot deck.

Section Links

Add **185.2** to the calendar in one week.

129.1 · And Then, a Stream (130)

Conclusion

You run as fast as you can, laden down with containers, until you can no longer hear the screeching of those awful birds. You find a place to rest in a shallow, open cave and take turns on watch throughout the night, just to be safe.

As you rest, your thoughts turn once again to the implications of the sun agates. There's an argument to be made for not handing them over to Derrick—not giving him the means to incite more Algox aggression. On the other hand, you could make a lot of money, and Derricks's operations could bring increased prosperity to the outpost.

Section Links

If you chose to return the sun agates to Derrick, read **171.5** now. Otherwise, read **182.1** now.

129.2 · Invasion of the Dock (71)

You fight your way onto the Cinnabar, a boat that simply docked on the wrong day and got caught in the chaos. You find a violent confrontation on the deck between the Abaeli and Lurkers. The office is on the far side of the boat, but the loading plank has been raised, so it's time to get creative.

Special Rules

Whenever any character starts their turn adjacent to ship mast a, they may spend 2 movement points to swing on the rigging into the harbormaster's office.

Section Links

The first time a character swings into the harbormaster's office, read **111.2**.

129.3 · The Second Year

While life on the tundra is anything but easy, your time in Frosthaven has earned you a pedigree few could ever touch. You've survived in the place where life is so hostile to your existence that some battered wooden walls are all that stand between you and an icy death. But today, with the sun cresting over the mountains and the promise of summer stretching before you, you can't help but feel hopeful.

You've tested your strength against countless enemies, but you've made some friends in this pocket of life, too. While you don't know what the next year holds, you know this place has earned its name: "home."

Rewards

Add events WO-21 to 47 to the winter outpost deck, events SO-21 to 35 to the summer outpost deck, events WR-21 to 30 to the winter road deck, and events SR-21 to 32 to the summer road deck.

Gain 2 soldiers.

129.4 · Temple of Feline Power (132)

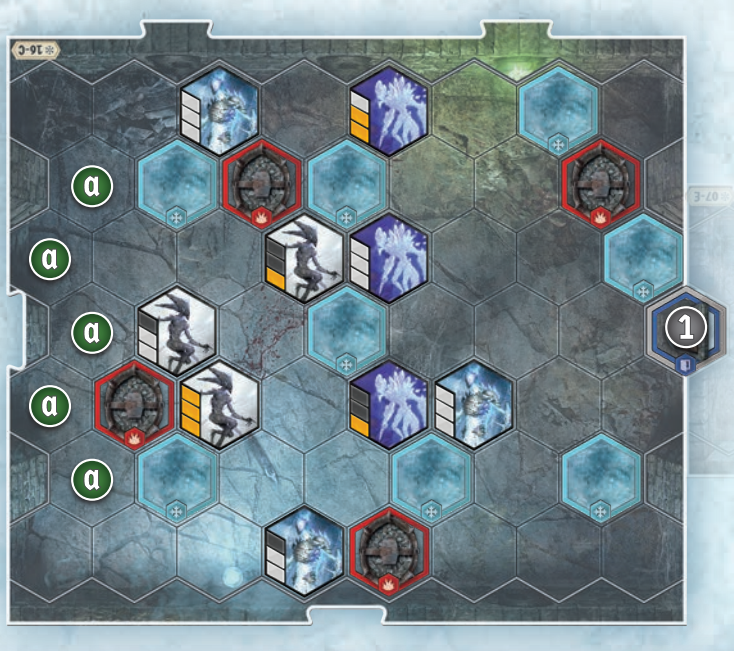
A blast of heat hits you as you open the door into the main chamber of the temple. Your eyes struggle to adjust to the resplendent riches, sparkling in the incredibly intense torchlight. In fact, you see the gold on the floor and in the walls begin to melt in the infernal heat. You're not sure how much longer this place will be habitable and decide it is about time to leave.

Special Rules

Each a is an escape hex.

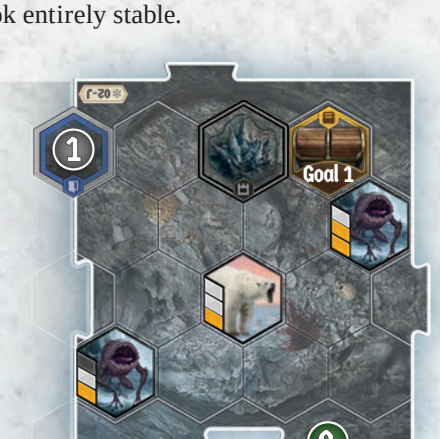
Section Links

Return to **110.2** to reference its special rules, if necessary.



130.1 · Deadly Pastimes (85)

Another cavern with more unfriendly monsters. You see the half-eaten remains of some... thing in the corner. Could that be the husband? Also, the far wall doesn't look entirely stable.



130.2 · Elemental Cores (66)

Conclusion

You set the last of the elemental cores inside its housing and a ringing sound—like from a glass bell—resounds through the dome. The array comes to life, humming with interlaced elemental energies.

You look to Voice-of-Eight, and find them drained, barely visible on this plane. Opening the portals took its toll, and it takes them some time to recover before inspecting the newly restored array.

"The elemental cores are worn and misshapen, but they hold potential," Voice-of-Eight says, their collective voice a weak echo in your mind. "We can still feel their essence and its potential power. Reshaping them will take time, and then we will require your aid once again. Every step of this journey drains our strength further." They fall silent, and you take your leave, confident they will contact you again when they are ready.

Rewards

Gain "Elemental Stone" 212. Note the corresponding elements of the four doors that were opened.

Section Links

Add **29.3** to the calendar in six weeks.

130.3 · Job Posting

On the docks, you notice a Vermling peering down into the water. In one hand she carries a travel bag; she probably came to Frosthaven on the Lucky Lady, the ship that just docked. She introduces herself as Rattusca, and gestures down at the water, where a corpse is tangled in a line that hangs down from the ship's bowsprit. The body looks like it's been dead for some time; its clothing and armor are rotted through. The only thing intact are the wide gold bracelets around its bony wrists.

"Help me haul the body out of the water," she tells you, "and if you're interested in getting more of those wristbands, I can tell you where to find some, so long as you cut me in on the profits."

You haul out the body of an Algox. It looks mummified, and has several chunks torn out of it, as if some hungry creature tried to feed on its leathery flesh.

Rattusca slips the wristbands off the corpse. "Just before we reached port, the ship struck an iceberg," she tells you. "Fortunately it was a small one, and it broke apart. That's where the body came from. I saw several more dark shapes inside the ice that may have been more bodies."

Rewards

New Scenario: **Frozen Treasure** 90

130.4 · Old Coin

You kick aside a tattered cloth to spot them: gold coins. Unfortunately, none feature the special markings Dinah the tavern operator told you to look out for. Too bad, but gold is gold.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

130.5 · Blizzard Island (48)

Through your numerous furs, the wind continues to bite at your skin. But still, you move forward, wondering what force has made this place so inhospitable.

"There is one more part to the legend that I hoped wasn't true," Denpang turns to you with a look of guilt. "A giant, evil beast—the Render—drove our ancestors from this land in ages past. We may need to take it back by force." Well, that answers that.

Section Links

When door 2 is opened, read **31.1**.

131.1 · Xain's Gambit

When the third day passes without Xain turning up at The Crater with your investment proceeds, you know you've got a problem. You finally corner him at his home by the docks.

"Oh, right—I am so glad that you came by! I've been looking everywhere for you guys." He wipes his brow nervously. "So, a little bit of a mixup with the polar bear meat. Turns out Lurkers? Really into it. But not as into paying with, uh... things of traditional value."

He hands you an ill-looking flask.

"Good news is you're now the proud owner of... that. They assured me it's super healthy."

Rewards

Gain "Unhealthy Mixture" 098.

131.2 · Fish King's Ascension (77)

You land a solid blow and the Fish King staggers back, his concentration momentarily broken. All the chaotic energies swirling around the chamber are suddenly drawn back into him. Moments later, his form dematerializes, warping into a roiling portal. A gust of wind issues forth, battering you back. This must be the realm from which he is drawing his powers. There is nothing to do now but steady yourself and jump in.

Special Rules

Set the Fish King's current hit point value to three-quarters its maximum hit point value (rounded up). It is now immune to damage.

Any figure adjacent to the Fish King may spend 1 movement point to place their figure in any empty hex adjacent to the glowing orb.

Right now, if is strong or waning, it can immediately be consumed to cause one Wind Demon to suffer trap damage.

Section Links

When all Wind Demons are dead, read **184.5**.

131.3 · Collapsing Vent (98)

Special Rules

When the character who opened door 3 exits their hex, tiles 1-F and 11-B begin to collapse. At the end of each round after this happens, all figures occupying tiles 1-F or 11-B or door 3 suffer 10.

Each a is an escape hex.

131.4 · Quatryl Library (26)

A pile of broken, battered machine parts is building up, but you continue to make sure the steel plate remains clear. You are hoping this ordeal is almost over when a new batch of spindly, persistent robots appears from around the bookshelves in the back of the room. These too seem annoyingly intent on reaching the plate.

Special Rules

Spawn Ruined Machines as if the room were being set up again.

131.5 · A Contained Fire (89)

You exit the courtyard into the stronghold's main structure. There, you discover the corridor to the throne room is full of priests intent on protecting their leader.

Section Links

When door 3 is opened, read **146.3**. Return to **119.2** to reference its special rules if necessary.

132.1 · Retires

"I have done all I can do." You are speaking with the Shattersong outside the temple of the Great Oak. You never quite got used to staring into its cold, passive eyes. "My brethren need me. I must return to the greater task."

You ask what that is and the Shattersong looks to the ground. "The Harbinger is held at bay... for now. But it will never stop trying to escape. It will never leave this world in peace. We must always be prepared to thwart its machinations." You understand, but it is still hard to see your companion go.

"Yes, I feel some kinship as well. I have learned about many emotions that I think my brethren will be interested to hear about. In fact, I have composed a song of these feelings. Would you like me to sing for you one last time?"

You nod and the Shattersong begins bellowing out a haunting moan, full of all the sorrow and joy of life. In as many notes, you cycle through dozens of emotions as the sound reverberates through the cold streets of the outpost. It is absolutely beautiful.

Rewards

Gain 4 inspiration.

132.2 · A Giant Block of Ice (72)

Cresting the top of the stairs, you see the entrance. "Hurry," Lihrey urges with worry in his voice, "We need to get this out of here immediately." As if on cue, a large, menacing sentinel descends from the ceiling with a deafening thud. "PERIMETER BREACH DETECTED. ERADICATION MODE ACTIVATED." With its hulking form blocking the exit, the sentinel's purpose is clear—prevent the theft of the frozen scale.

Special Rules

Replace all doors 3 with rubble.

Door e is locked, but the ice pillar can enter it after the elite Steel Automaton is dead.

Set the round track to the first round. At the end of the next C-1 even rounds, replace any one metal cabinet with one normal Steel Automaton.

The current slide difficulty is 3.

132.3 · Frozen Treasure (90)

Conclusion

"Just a small finder's fee," the Vermling says. "Let's say, one wristband."

As this exchange takes place, the captain grows increasingly more agitated until he begins to yell, "A storm is approaching fast! No way to outrun it, so batten down the hatches and pray to the Oak!"

Rewards

Lose 10 collective gold.

New Scenario:
Shoreline Scramble 91

132.4 · A Tall Drunken Tale (128)

Narb suddenly darts awake amidst a foul smell, yells, "They came from the ground!" And then rushes off to relieve himself.

"They did?" Nits appears to be momentarily caught off guard. "Right, they did! Vermlings had been crawling about in the snow, underfoot the whole time, passing out potions!"

"As in, literally underfoot?" Eros asks, looking to you with believable curiosity. Everything is going a little fuzzy for you at the moment, but it sounds accurate enough, so you nod.

"Please!" Nits cries. "Can I just tell the story? I was there, after all, battling these elusive creatures with my very own eyes!"

Special Rules

Open door 4 and spawn C elite Vermling Scouts at 4.

All monsters perform 919, self. C monsters closest to any characters gain .

The initiative order is reversed this round, starting with the highest initiative. All characters act before their summons, and all Vermling Scouts act before Abael Scouts.

Section Links

At the start of the ninth round, read **186.4**.

133.1 · Aesther Enhancements

If building 44 is not yet built, add 133.1 to the calendar in three weeks and stop reading.

You walk into the newly-built enhancer's shop and marvel. It is already one of the most impressive structures in Frosthaven. Voice-of-Eight truly has exceptional craftsmanship.

Nera smiles at you from behind the counter. "Ah, our champions have arrived! Since you were so instrumental to us in establishing our outpost, we have decided to gift you the gold necessary for our enhancement rituals. If you would like to partake of our services, of course."

Rewards

Gain 50 gold each, which you must spend on enhancements now.

133.2 · Ruinous Research Lab (81)

One of the Aesthers now speaks directly into your mind. "You have no business here. This laboratory belongs to the Aesthers. The Quatryls built it for us, and we will reclaim it."

His presence in your mind feels dark and twisted, and at the far side of the room, you see the corrupted group approaching. Despite the Aesther's claim, the machines in this place are not friendly toward them, attacking them just as harshly as your group.

"If you will not retreat, so be it. This ruin will be your grave."

Special Rules

After finding a focus, all Aesther Ashblades and Aesther Scouts move as close as possible to the goal treasure tile while still being in range to attack their focus. If it would ever take the same amount of movement to enter a hex to attack their focus as it would to move onto the goal treasure tile, they will move onto the tile instead.

Starting now, the first time any character ends their turn occupying pressure plate (d), place one trap in each empty (a).

133.3 · Fleeting Permanence (52)

133.4 · Old Coin

You're about to return to the fray when you spot it: a tarnished gold coin matching Dinah the tavern operator's description.

Rewards

Gain "Ancient Coin" 245.

Remove loot card 1418 from the game. No longer add it to any scenario's loot deck.

Section Links

Add **80.4** to the calendar in one week.

133.5 · The Lurker Problem (78)

Scenario Goal

The scenario is complete when all revealed monsters are dead. At the end of that round, read **107.1**.

After both Lurkers and Abaeli are defeated, you navigate the passageway to the back of these winding caverns. Feeling squished and damp by virtue of the low ceiling, disappointment compounds your weariness when it becomes clear that this final cave is bereft of loot.

Unless you count Lurker shells as loot. They await you, stirring up stagnant water redolent with the smells of rotting moss and brine. You retch and vow to yourself, once this is over, you're going to spend a few hours in a hot, clean tub.

134.1 · Belara's Keep (135)

Conclusion

Belara falls to the ground, clutching its chest. Whatever attention it had been paying to your fight pales in comparison to the effort it was expending to keep its mind coherent enough for the battle. With its concentration lost, the two forces at war within its body erupt in violent energy, shattering outwards with a burst of light and darkness that ricochets off the walls.

The keep fills with an eerie ringing sound, tiny pathways appearing before you like a thousand hallways filled with otherworldly creatures. They flicker in and out of view, and before you can react they coalesce into a horrific visage of light and darkness. You shut your eyes.

When you reopen them you're outside of the keep, laying in the snow. You stand just in time to watch the structure collapse in on itself, sealing whatever remains of Belara inside. You hurry back to Frosthaven and recount your story to Eddica in the Library.

"That. Is. Incredible!" She claps her hands in excitement, reaching for a quill. "Could you even imagine? A first-hand account like this—every library in the world will want a copy! I'll be on the shelves in White Oak! In Jhinda! Demonsgate will undoubtedly want two copies." She gasps. "Oh my… Velcyll Harbor will certainly want to hear about this. Perhaps there's even a chance for an audience with the Orchid High Council themselves! Could you imagine?"

Eddica straightens her skirt and pushes up her red-rimmed glasses, trying her best to contain herself. "Alright, now start from the beginning. Tell me everything."

Rewards

Gain 2 morale, 2 prosperity, and 1 inspiration. Gain "Belara's Quill" †220.

134.2 · Deadly Pastimes (85)

You swim up into a small alcove, and is that the spring you saw when you first got here? And could that bloated, water-logged corpse be the remains of the husband?

Special Rules

Water 8 and k are linked.

134.3 · Flotsam (73)

Upon reaching the small boat, you discover that Lihrey lives, but just barely. You'll need to dislodge the boat and get back to Frosthaven as soon as you can, but behind you, a rumbling begins to slowly build. You turn to see a menacing figure surface from the depths. He wears an imposing suit of jagged armor full of colorful shells, and the surrounding Abaeli bow to his commanding presence.

In front of this Fish King bobs the block of ice you worked so hard to retrieve. He holds up what you can only assume is the first piece of the scale. Pointing it at the block of ice, he mutters something indecipherable in a guttural tongue. A pulsing cloud of darkness emanates from the scale, enveloping the block. The ice sloughs away from the scale within with unnatural speed. He grabs the second piece and holds them both up to the sky, gurgling with delight. You move forward to stop him, and he draws a wicked-looking spear, brandishing it at you and yelling at the other Abaeli to attack.

Special Rules

Spawn the Fish King at b. Then, spawn one Abael Herder at c and one Piranha Pig at d. These are normal for two characters, the Abael Herder is elite for three characters, or both are elite for four characters.

Boss Special 1

The Fish King performs:
+0
-1, all adjacent enemies, 2
Then it summons one Piranha Pig. It is normal for two characters or elite for three or four characters.

Boss Special 2

The Fish King focuses on the farthest attackable enemy and performs:
+0
+0, 5, 4,

Section Links

When the Fish King is reduced to at most half its maximum hit point value (rounded down), read **41.4**.

134.4 · The Unfettered Seal (62)

"Here we go!" Crain whoops with anticipation. "You'll owe me several drinks when we get back." The device emits a terrible screech and sends out another pulse. Unfortunately, it does little but make your foes angrier.

"What?" Crain is confounded. "The range has increased, but the intensity... Oh, I've made a significant blunder here. All these calculations are wrong..."

Special Rules

All monsters within 4 of Crain gain .

Crain's current goal is now d.

Remove any one of the six numbered tokens from the scenario, then shuffle the rest face-down.

Section Links

When there are two damage tokens on d, read **5.4**.

135.1 · Bathysphere Ready

Pinter Droman, the premiere tinkerer of Frosthaven, leads you to the large storehouse situated just behind his workshop. He collects himself for a moment, then throws open the doors with a flourish, announcing: "A bathysphere, my friends!"

What you see looks like a tiny, spherical prison. A glass-and-metal orb lies on a pallet in front of you, equipped with two crude propellers and a pair of clockwork arms. Inside it sit a number of rubber suits with glass fishbowl helmets. These suits are connected to the complicated machinery of the orb through tubes in their head and are meant to be deployed from the main bathysphere, "when more maneuverability is required," Droman explains.

You're not sure what to make of it all, but Pinter's enthusiasm more than makes up for your reaction. He runs you through the machine's functions, explaining how to adjust the internal environment, how to draw in air through a small outboard port and store it inside. All in all, it looks sturdy, but that does little to calm your nerves.

You pay the Tinkerer the rest of his fee, and shortly after, the bathysphere is mounted onto the ship. It's time to set sail once again.

Rewards

New Scenario: **Sunless Trench** (42)

135.2 · Sunless Trench (42)

135.3 · A Tall Drunken Tale (128)

"It may have looked like it was over, but never underestimate the heart of a mercenary!"

Special Rules

Whenever any character is or becomes exhausted (including now), they do not alter their play area in any way and remain on the map. They immediately perform L, self, recover three of their lost ability cards, and remove one damage token from above the round track where completed embellishments are tracked.

Section Links

Return to the bookmarked section to reference its special rules and section links.

135.4 · HE-RO-IC-S

"AH, I NOTE YOU HAVE A STABLE. THIS IS EXEMPLARY." HE-RO-IC-S hovers back toward you. "I WILL USE THIS AS MY BASE OF OPERATIONS. YOU WILL BE VASTLY IMPRESSED WITH HOW HELPFUL I CAN BE. JUST CALL ME WHENEVER YOU NEED ME!"

Rewards

Add HE-RO-IC-S (Pet 11) to the Stables. This can exceed the capacity of the Stables.

135.5 · Main Gate Inquiry

The guard at the main gate rolls his eyes at your questions. "Yeah, Cecil came by a couple times. Worthless, that guy. Let me see… first time was at 5:15, then a second time reeking of alcohol and looking like hell around 7:30. Somehow it took more than two hours to get back around here? How's that possible? I'll tell you how." The guard mimes knocking back a bottle of liquor.

"And let me tell you, with the size of that guy it takes quite a bit to get him tipsy."

Where will you go now?

Section Links

If you search Allya's room at the barracks, read **179.3** now.

If you search Barno's room at the barracks, read **149.2** now.

If you search Cecil's room at the barracks, read **166.1** now.

If you know who the killer is and don't need any additional investigation, read **88.2** now.

136.1 · The Lurker Problem (78)

Following trench-coat's instructions to the letter, you choreograph the fight accordingly. It appears that was the right decision. As soon as the last Lurker falls, rumbling fills the cavern, and a boulder rolls away from the wall in the back, revealing a secret entrance.

Special Rules

Place one cave door in (a).

Section Links

When door (a) is opened, read **91.1**.

136.2 · Lustrous Pit (108)

Conclusion

You gather the last of the slabs, carefully extracted from the walls, and make your way back to the entrance. The storm has abated, and so, you begin your trek back to Frosthaven.

"Well, this is certainly... something..." Mayor Satha seems less than impressed when you return with your prize. "Why in the abyss would I care whether some demon, thousands of years ago, decided to eat berries instead of people's faces? What I am interested in, is the demons outside these walls in the present. They are very keen on eating our faces, and I don't think throwing them berries is going to have any noticeable effect!"

Satha marches off in a huff. "Come find me if you have any useful insight on how to keep this outpost safe."

While Satha may have a point, this outpost has to mean something more than survival, and these murals are something different. They have cultural significance, and you are sure that their implications will not be dismissed by everyone in Frosthaven or the wider historical community.

Rewards

Gain 2 morale and 2 inspiration.

136.3 · Realm of Endless Frost (21)

Conclusion

Of all the parties you've been to, this is certainly one of the worst. The creature dies without any humor or grace. It simply shrieks and, like a vase dropped from a high shelf, shatters into a thousand pieces.

When it's done, the house begins to shudder. The doors snap open with surprising force. An exit appears at the back of this room, a new door leading to a flat plain of white snow. Chunks of ceiling crash into the floor. You run and dive through the door, skidding to a stop in the fresh powder. You look back and there hangs the door: hovering above the ground, a portal cut out of thin air. Through it you watch the ice realm crumble and collapse and then vanish into nothingness.

With the bizarre magic gone, you quickly realize where you are: back near the northern edge of Frosthaven. You hike up a familiar hill, and see its palisade wall and small lines of smoke rising from its chimneys. This seems as good a sign as any: time to head back and get some rest.

Rewards

Gain 2 prosperity.

136.4 · Deadly Pastimes (85)

You stare up at a wind passage in the rock. You can see the faint remnants of sunlight and feel a cool, fresh breeze. This surely must be a way out of this mess. You finally found it.

Special Rules

(d) is an escape hex.

136.5 · The Longest Second (125)

The amulet slots into the impression, and the contraption begins slowly losing function, its power dwindling by the second. However, the vocal buzz you've been hearing lingers a moment longer like a dying sigh. The glowing "1" on the panel before you flickers into a big... red... zero.

Your eyes widen with realization. It was a countdown.

Whatever happened here—is happening—it triggered a self-destruct protocol that is about to go off. And now that you've shut down the power, time is accelerating back to normal. Before your very eyes, the massive machine begins to explode in slow motion, fire and shrapnel inching forward, gaining momentum.

It is very much time to run.

Special Rules

At the start of the next round, the explosion begins by engulfing (a). At the start of each round after that, the explosion expands, engulfing each hex within 3 of what it has previously engulfed, eventually expanding into other rooms.

After the explosion expands each round, any figure in an engulfed hex is forced to move to the closest empty unengulfed hex. For each hex moved, the figure suffers trap damage.

Spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
(b): Two normal Robotic Boltshooters. (c): Two normal Ruined Machines. (d): One elite Ruined Machine.	(b): One normal and one elite Robotic Boltshooter. (c): Two normal Ruined Machines. (d): Two elite Ruined Machines.	(b): Two elite Robotic Boltshooters. (c): Two normal and one elite Ruined Machine. (d): Two elite Ruined Machines.

From now on, each starting hex is an escape hex.

137.1 · Orphan's Halls (51)

There are fewer enemies here. There are still a lot, but it is nothing compared to the angry wave of metal swarming on the other side of the corridor. And up ahead you see the leader, angrier than all of them combined. If you can collapse the tunnel and dispatch this final battalion, maybe you can get some much-needed alone time with the boss.

Special Rules

Door 2 is now considered an objective with Cx(L+2) hit points, which can also be destroyed if within 2 of an explosion, but it is still treated as a corridor for the purpose of movement. When door 2 is destroyed, remove the door tile and any figure on it, turning its hex into a wall. If door 2 is destroyed while any character is not occupying tile 8-A, the scenario is lost.

Section Links

Return to **32.1** to reference its special rules if necessary.

137.2 · End of the Calendar

When your first rag-tag band of mercenaries arrived, this was an outpost on the brink of destruction, a reconnaissance mission to make some quick coin. Now, this stubborn wart on the edge of the world is a flourishing town, complete with trade routes and supply lines that put it on the map. Admittedly, they're not the best trade routes, and the supply lines run dim in winter, and the maps... well, you'd best hope the owner bought one recently. It's the newer maps that have Frosthaven, really.

But as soon as people start cycling out their old maps? This place will be a spot to be reckoned with.

Rewards

Gain 1 prosperity.

Take another campaign sheet to continue tracking the calendar, but do not resolve any sections pre-printed on the new calendar.

137.3 · Vermling Siege

There's nothing more you can do here. You bolt before the swarm overruns you and make it back inside the gate before the first catapult volley rocks the walls.

65 **4**

Target buildings randomly by drawing from the building deck.

The Vermling adorned in orange feathers shouts maniacally from outside the wall. "I wouldn't try that again! You'd best bring us food or we'll pick it off your bones!"

Rewards

All characters start the next scenario with 2.

Do not resolve an outpost event this week.

Section Links

Add **5.1** to the calendar in one week.

137.4 · Harrower Library (101)

Conclusion

Zu finishes consuming the last of the repositories, drawing to a full height that towers over you. The remaining Algox take this as their cue to leave and hustle out without putting up any more fight. Gem waddles into the room and notes the number of corpses.

"Well, you lot certainly have a way about you." Her tone is anything but admonishing. If anything, it's envious.

Zu contemplates for a moment, communing with their new knowledge, then speaks: "We know where Bartlet is. But why should we disturb the Savvas's rest?"

The old Orchid addresses the Harrower as though she's standing before the dumbest creature on the planet. "Because we can finally put it to rest, once and for all. You have the knowledge of thousands of years of Harrowers stuffed into that cloak and you still don't see it, do you?"

Zu pulses in thought, then gives a nod in your direction. "Has sshe told you we werre like you?"

Gem shakes her head. "Come on now, Zu! You'll scare the poor crew." She sees your confusion, then rolls her eyes. "We were mercenaries some time ago. A long time ago. We adventured together—Zu, Bartlet, and I. And... another." You can't help but notice the catch in her voice. "Then we made a mistake, and, well, now we're here to put old ghosts to rest.

"That's all I'll say, and you'll deal with it, because we're the clients, and you're the mercenaries." She brightens up, "My, it's a good feeling to say that. Wouldn't want to be in your shoes." She lets out a snorting chuckle.

"Now, my dear Zu, lead the way! I can't wait to get the old band back together."

Rewards

Gain 1 ✓ each and 10 ✸ each.

New Scenario: **Into the Black** (102)

138.1 · Returns

Just as you are settling in for the night, a shadow appears at the doorway to your longhouse. It's the Drifter.

"It just felt... different out there on my own," the Drifter says, scratching their head. "I thought I could just go back to living out there on my own, but somehow, my time here in this pitiful place has gotten to me. I found a home here, out among all you outcasts, and I'm not quite ready to give that up."

You get up to welcome them back into the group, but the Drifter waves you back. "I'm still done with that dangerous stuff, but I figure my crafting skills could be put to some use. You know I make all my own weapons and armor, right? Figure I could share some of my secrets with the craftsman and help out around here.

"Is it all right if I still bunk with you all, though?" You rush forward and welcome them back with a hug.

Rewards

Gain one random item blueprint.

138.2 · Ice Cave (111)

Special Rules

Open both doors 2. Each a is an escape hex.

Section Links

Return to **147.2** to reference its special rules, if necessary.

138.3 · Pirate Queen's Haul (137)

Conclusion

"The best of all pirate burdens is the booty," Dinah says, as you row the loot-laden, low-riding dinghy back to the ship. Her ears are already pierced with multiple new gold earrings. On the ship, you divide the treasure accordingly, and Dinah even capitulates some to Captain Doghogger, who became fond of a goblet etched with a dolphin.

As you sail back to Frosthaven, Dinah leans back against her haul, beaming. "You know what's better than all the gemstones in the world, though? What I'm picturing right now." She spreads her hands expansively. "Barty's face. He'll fight the monsters, and lose himself in those caves for hours, then drag his sorry carcass into that chamber. And once he climbs the hull of the ship, and opens those treasure chests, do you know what he'll find?"

Dinah throws back her head and cackles. "Rats! He'll find cave rats, gnawing at the crumbs I left to lure them in. Just so he'll think of sweet, little ol' me."

She flips a coin in the air, catches it. You salute her with a goblet, as does Captain Doghogger, and you all make your merry—and much wealthier—way back to Frosthaven.

Rewards

Gain 2 prosperity and 3 morale. Gain 30 gold each. Add one +1 sticker to a money loot card (the card gives one extra money token when resolved).

139.1 • A Tall Drunken Tale (128)

"Okay, and after the truce?" Eros asks.

"It was the truce that allowed our friends to be flanked. As enemies approached to their west, a cave rose up from the earth to the east, and more poured out."

Derrick puts down an empty mug, coughing as he rushes to speak, "But that cave already emerged!" Half the room agrees. The other half just looks confused.

"No, Rodrick, the land there was flat before." Nits pats the nonplussed noble and adopts a patronizing tone. "Maybe you should slow down if you can't remember things right."

Special Rules

Open door 3.

Remove everything except the water tile from tile 2-J. If any character is removed, place them in the closest empty hex on tile 15-A. Set up tile 2-J again as shown as if just revealed.

Instead of revealing monster ability cards during ordering of initiative this round, choose and reveal one card for each monster set on the map from their respective decks, then shuffle the remainder of those decks.

Section Links

At the start of the seventh round, read **166.2**.

139.2 • Boat Built

The shipyard hums with activity, somewhat literally in the case of the Harrower carpenter, who has been hired to construct your boat. As a swarm of unified insects, the Harrower has spent the last few days slicing planks of wood, then bending the pieces into shape with the help of other workers. It's a respectable, single-mast ship with enough room for a small crew to make a brief voyage north. Until now, a part of you had hoped the carpenter wouldn't pull it off and that you'd be saved from venturing into these frigid waters. But seeing the ship here, all properly rigged up and sealed with fresh pitch, your mood brightens. Now, all you need is a crew.

"Captain Philip Doghogger, at your service!" You turn back toward the gate. The human walking toward you is the height of a child, but the weathered look on his face makes his age clear.

"Satha mentioned ye needed an old salt," the man continues cheerily. He seems confident that he's already been hired. "Delighted to have a ship to captain once again. Been lookin' fer a new steed since my own ship met an unfortunate end a few months back. I'm sure this one won't be torn apart by a giant starfish, eh?" He laughs, but there is sadness there.

"Now, whaddya call this beauty?" The sailor brightens again, offering a bottle of brackish alcohol. "G'head, pick a name. Bad luck to set forth on an unnamed vessel!"

You smash the bottle on the hull and watch as the carpenter and their assistants launch the ship into the chilly waters. Captain Doghogger takes some time to inspect the rigging and secure a crew, but after only half a day, you're ready to brave the icy sea and leave Frosthaven behind you.

Rewards

Open B.

Place "Boat" outpost sticker on the town map at location A. You may now play scenarios with the requirement. Name your boat, then write it on the sticker and the front of B-01 and B-02 in the blanks.

Shuffle events B-01 to 13 together and use them to create the boat event deck. Store this deck in envelope B when not in use and use the card divider to separate the boat event deck from the other boat event cards.

Gain 1 prosperity.

139.3 • Vermling Attack

The rumors of a looming attack were true: Vermling marauders have been gathering outside the wall in record numbers. They're not known for any level of coordination, but in significant numbers any mass of anger, fur, and teeth can be a threat—and these Vermlings look hungry. With a shrill warcry they throw themselves at Frosthaven's defenses.

50

Target building 88 (if available), then building 74 (if available), then buildings 30-100 in ascending order. Continue targeting buildings until you have defended four times successfully or have targeted all buildings once.

Mobs are skittish by nature, and with enough of them dispatched the others run for the safety of the forest. Hopefully, they'll stick to the wilds from now on.

Rewards

Gain 2 collective .

140.1 · Lustrous Pit (108)

Despite your best efforts to control yourself, you inelegantly careen into the next room, another hall of stone encased in ice. Your lamp bathes the walls in radiant light, revealing yet more murals. Your stomach twists as you look upon images of rampant demons exiting twisting vortices. Terrifying and magnificent figures, these demons tower over mountains and forests like gods.

140.2 · A Waiting Game (117)

Conclusion

The bears are safely snared and the hunting party lies still in the snowbanks. The Trapper shakes their head, remorseful for their fellow Vermlings. “Immersed in nature as I have been, death is no longer distasteful or frightening. I do wish it didn’t have to be this way, but they disrupted the natural course.”

Cautiously nearing each polar bear, the Trapper uses a blow-gun to shoot their haunches with a strong tranquilizer. Once the bears have lain down their mighty heads, the Trapper turns to you. “If you help me move them back to their home in the barrens, I’m sure they would greatly appreciate it.”

You smile. The one who will truly appreciate it is the Trapper, who, after the high energy of battle, has returned to their former reticent state. As you move the bears to sleds for transportation, you may or may not hear a mumbled thank-you.

Rewards

Gain 4 collective .
Gain 10 gold each.

140.3 · The Work Continues

You find Crain atop the roof of the tavern, above his room, his bare heels dug into the wooden shake. He hasn’t spoken much since your trip into the Copperneck Mountains. It’s hard to say what happened down there, what he saw. Terra’s helped, you know that. She stops in regularly to assist him with research. But now you find him like this, thirty feet up, staring into the gray distance.

“Heroes,” he calls down but makes no attempt to move. The wind is calm today, so you can hear him clearly. “Let me ask you something. Has it ever crossed your mind that you may have been born in the wrong era?”

You consider this. Certainly, parts of life could have gone better; Frosthaven is not the future you imagined in your youth. But all the same, you are generally content with how things turned out.

“It’s just something I’ve been reading in the journal,” He stands and clambers down the side of the building until he lands next to you. He looks healthy enough, his clothes are clean at least, a few ink stains but otherwise good. “Sometimes, Logren talks about all the scholars and adventurers she came across all those years ago, transcribes their conversations in the text, and the quality of them, they’re—I don’t know. Folks are different now. Harder. More wary I suppose.

“Don’t get me wrong, I’m happy to live here. The place has grown on me. But there is something missing. Or rather, a lot of things.”

Crain rubs his face. “Normally, I’m not concerned with something so illusory as safety but this project we’re working on, this device, has certain, um, volatile components. I’d rather not blow up half of Frosthaven, so I bent Satha’s ear until she agreed on a new workshop. Construction starts soon. In the meantime, we need to recruit some more talented minds to help with the work ahead. I’ll need an enhancer for one thing. Satha thinks a tree sanctuary would help, though I can’t fathom why. And then a top-notch library. No more borrowing books from Pinter Droman, thank you. Last time I did that, I found doodles in the margins. Doodles!”

Rewards

Do not turn to the next page in the puzzle book. Instead write the solution to the next puzzle on the same page.

141.1 · A Giant Block of Ice (72)

Pushing this bulk of magical ice is cumbersome enough, but it is made far more difficult by the guardians bursting forth from every wall, ceiling, and floor.

Section Links

When the ice pillar enters any door 2, read **105.3**.

Special Rules

Remove all doors 1.

Spawn one normal Ice Wraith at a. In addition, spawn one elite Ice Wraith at b for four characters.

The current slide difficulty is 4.

Doors 2 are locked, but the ice pillar can enter them.

141.2 · Caravan Guards (116)

Conclusion

"That was close!" Pinter Droman exclaims, climbing down from his hiding place in a nearby tree. The remaining merchants have circled their wagons up in a small clearing off the path, trying to calm their frightened draft animals before continuing.

You look back up at Droman's Path, the project that carries much of Frosthaven's hope for supplies and survival this winter. Despite all the weeks of planning and effort, it very nearly became Droman's Grave. If Frosthaven is to keep this shortcut open, it'll need better security. You make a note to tell Satha to set up patrols.

The tinkerer's voice interrupts your thoughts as he chatters away at one of the surviving merchants. "Yes, yes, but other than that," you hear him say, "How did you like the path?"

Rewards

Gain rewards based on the number of wagons that escaped. All rewards are cumulative.

1: Gain 1 morale.

2: Gain 1 collective, 1 collective, and 1 collective.

3: Gain any 2 material resources each and 10 each.

4: Gain one random item blueprint.

5: Gain 1 prosperity and 2 morale.

141.3 · Inside the Swarm (100)

Section Links

When door 2 is opened, read **102.1**.

141.4 · Deadly Pastimes (85)

You're starting to wonder how many of these walls you can break before the ceiling comes crashing down. It hasn't happened yet, at least.

142.1 · Tome of Life

The Library is crowded as it always is: Eddica has created a love of learning in the populace. Teenagers have made the Library a gathering place, and several men and women have taken a particular liking to the company of the attractive resident librarian. She shoos the assembled crowd out as you arrive with the tome you found in-hand: "Sorry, all. Business to take care of, we'll need to resume our book discussions later today." Several teens shoot you dirty looks as they make their way toward the door.

Eddica politely waits for them to shuffle out, then locks the door behind them with surprising speed. She turns to you, clapping her hands with excitement onto the moss-bound tome. "You found it!" She flips through with a speed unbefitting a volume in such worn condition, finally stopping on a page that appears as undecipherable as the rest. "Yes, it's here! The most incredible spell! I just need test subjects." She looks downright giddy. "It's blood magic. I can't wait to try it!"

She absentmindedly brushes the dust off her skirt while scanning her finger down the page. "I'll need two volunteers—one of you will get stronger, and the other weaker. Conservation of vitality and all."

Section Links

If you offer two party members for the experiment, select two party members and read **162.5** now.

If you ask Eddica to join the spell as a subject as well, select one party member and read **81.4** now.

142.2 · A Strong Foundation (65)

Taking a short breath to look around, you feel an odd sensation. It seems as if something is trying to draw out your anger and rage, but you quickly shake it off. It may, however, be the reason why these other creatures were drawn here.

Section Links

When either door 2 is opened, read **89.1**.

142.3 · Into the Black (102)

Conclusion

You feel the world stretch to impossible heights, and with a snap of clarity you're sitting back in the cave with Gem and Zu. Mental travel is exhausting.

Gem retracts her fingertip from Bartlet's head. "You did well. I can feel Barlet shifting… there is a peace there that did not exist before. Thank you. It's good to see mercenaries bettering the world—don't ever let anyone convince you that you aren't enough."

The old Orchid crosses her legs and sits beside her old Savvas companion. She looks up at the Harrower. "Zu, would you care to sit with me for a while?"

The Harrower shifts protectively beside her. "It turnsss out we havveee no otherrr plansss."

Rewards

Gain 20 ✹ each.

142.4 · Random Scenario

You find an ornate letter sealed in wax. The stamp is a royal crest you don't recognize. Upon breaking the seal and opening the letter, you find exquisite calligraphy and decorative touches flaked in gold dust. It appears to be an invitation of some sort:

My esteemed friends,

This letter has found its way to you, and by that alone I know that you are fated for grand things!

Since you are of quality (unlike most of the other rabble I've seen in these blasted lands), I extend a warm, open invitation to join me and my court for a Midwinter Ball. I'm sure you've heard of my soirées! I can assure you that it will be just as unforgettable as the rumors grace them to be. There will be dancing, merriment, and excitement unparalleled.

I've enclosed a map to my estate that I trust you will hold in confidence. Come—alone—when the winds howl and the winter sun drags in the sky in the bleakest way. We shall share a toast and the warmth of a roaring fire.

-His Grace, Emperor Ventillion

Rewards

New Scenario:
My Private Empire 107

143.1 · Flotsam (73)

You scan the debris field for signs of the block of ice. Could it have shattered or melted? Or was it taken by the Abaeli? These questions are soon pushed to the back of your mind when you see the crumpled form of Lihrey sprawled motionless inside the jolly boat. Hopefully he's still alive.

Special Rules

Open all doors 2.

Section Links

The first time any character ends their turn while occupying a, read **134.3** at the start of the next round.

143.2 · Library Built

You're not even halfway through sorting the books when Eddica returns.

"What are you doing!?" She grabs a book on Vermling Psychology out of your hands. "The spines face *out*, so you can read them! And this," she grabs an object off the shelf, brandishing it angrily inches from your face, "This is a block of wood! This could someday *be* a book, but it certainly isn't yet! Where did you even find this?!"

She stops, gathering herself with a deep breath. She straightens her skirt and starts again, more calm: "Alright... Master Scrim would want me to spread knowledge, not animosity. So how about we make a deal?" She smiles mischievously.

"I teach you about all the library has to offer, and you collect a few, uh, items from the field for me." She averts her gaze, unsure how to continue. "They're just a few tomes that I'd like you to retrieve." You look at her blankly and she rolls her eyes. "Books. Tomes are old books." You nod.

"Somewhere out there are books of incredible power: The Tome of Life, the Tome of Conflict, the Tome of the Elements, and the Tome of Time. I want you to collect them for me. " The young Valrath pushes her red-rimmed glasses up the bridge of her nose.

"I'm not going to spend my time up here working on some nonsense busywork—as though I should sit around writing the complete history of Frosthaven?! Please, this town was a sleepy fishing village until a few years ago. It'd barely fill a napkin!" It's clear this is an argument she's had in the past, and her hands are balled up in the memory of it. After a moment, she remembers you're standing in front of her. She gives a terse smile, then takes a deep breath before continuing.

"My research suggests the Tome of Life is in this region—it's the whole reason I'm up here at all. If you do happen upon it and bring it back to me I'll make sure you're rewarded. And just for keeping an eye out, I'll provide a world-class education as only a resident librarian can offer. Sound fair?"

Rewards

Add event WR-45 to the winter road deck and event SR-47 to the summer road deck.

Section Links

Add **152.3** to the calendar in two weeks.

143.3 · Sacred Soil (69)

The trees give way to a clearing where light spills down onto a crystal-clear pool fed by a babbling spring. This brief break in the trees attracts all manner of woodland creatures who drink from the pool and graze on the lush foliage that grows around it. Unfortunately, some woodland creatures are unfriendly.

144.1 · The Dead Mile (37)

Special Rules

Remove everything on tile 7-H from the map, except door 2, connect it to the right of tile 7-F, and set it up as shown. If any character or character summon is removed in this way, place them, in initiative order, in unoccupied hexes closest to door 2.

At the start of each round, instead of spawning Living Bones, now spawn one Ruined Machine at door 2. It is normal for two characters, elite each second spawning for three characters, or elite for four characters.

Each a is an escape hex.

144.2 · Satha Inquiry

You visit Mayor Satha at her cabin, where she's shocked to hear your report.

"Tarro was a friend. The nights are cold in Frosthaven and it may have crossed into more than that once or twice, though we never shared a horn if that's what you're asking. I actually visited him the afternoon of the fire." She slumps down in an oversized chair, clearly upset.

"He had a gambling problem, sure. But he was doing pretty well—he was showing off a new gold Oak Charm he'd won in a recent game against some guards. Come to think of it, I think I saw a few guards leaving his place as I arrived that afternoon. Probably the most useless guards on the force, really: they call themselves 'The Mighty Three.' As I understand it, the fire didn't start until hours later so I thought nothing of it." Satha rubs her chin, lost in thought.

"I'd assumed it was just an unfortunate accident. But if it was murder…" She trails off. "Perhaps it would be a good idea to ask Captain Olmstead about their whereabouts. In any case, I'd prefer not to be offered up as sacrifice for a crime I didn't commit—I'll start getting the town guard ready in case you can't find the killer."

Section Links

If you visit the Mighty Three to ask what they were doing at Tarro's cabin that afternoon, read **113.2** now.

If you ask Captain Olmstead about the Mighty Three, read **117.1** now.

144.3 · Lumber Depot Built

Mayor Satha is wrapping up a tour of the new lumber depot for you and some VIPs from around Frosthaven. Tree trunks are being noisily shaved of their branches and prepped for the long trip south as she shouts above the whirling din of saw blades.

"It wasn't that long ago that this outpost was entirely reliant on the patronage of our benefactors from afar." She sweeps her arm across the scene behind her. "With the new lumber depot, our wood exports nearly cover our operational expenses—we're just a few upgrades away from being a totally self-sufficient enterprise!"

She points out racks of sturdy lumber drying under a canopy. "There are groves of old-growth willowburn nearby—we've even found patches of elkwood that will fetch high prices down south. This is the beginning of Frosthaven making an economic name for itself!"

Rewards

Add events SR-39 and SR-44 to the summer road deck.

144.4 · Elemental Cores (66)

As you enter the portal, you are greeted by strong gales, almost powerful enough to cut skin. The wind throws dust in your eyes, making it hard to see. Still, you venture forward, toward the awaiting Wind Demons and your goal.

145.1 · The Eternal Crave (122)

This is it! You see a growth of mammoth bark on the other side of the cavern. You are bound to find a few dried out pieces of it to collect.

Special Rules

The goal treasure tile represents the mammoth bark.

Spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
c: One normal Polar Bear. d: Three normal Snow Imps	c: One normal Polar Bear. d: Three elite Snow Imps.	c: Three normal Polar Bears. d: One elite Snow Imp.

Section Links

When the mammoth bark is looted, read **109.3**.

145.2 · Hall of Revelry Built

You peer into the depths of the stone bowl at the far end of the Hall. Steam wafts off the surface of the liquid, obscuring the contents. You're nearly ready to give up when it cracks through your mind like an electric jolt—you understand your trial. Or at least, you understand that you must *do* your trial. The why, the how… it doesn't seem to make much sense.

Special Rules

Open the trials deck now. Do not shuffle it. Each player draws one trial and reads it secretly.

Once read by a player, a trial cannot be returned to the deck and is active until completed by that player. Some trials may take several scenarios to complete, and should be kept secret by the player until completed. If and when a trial is completed by a player, that player may reveal the trial to other players for the first time, then remove it from the game and draw a new trial off the top of the trials deck.

Rewards

Add event SR-51 to the summer road deck and event WR-40 to the winter road deck.

145.3 · Collapsing Vent (98)

Special Rules

When the character who opened door 2 exits their hex, tile 7-H begins to collapse. At the end of each round after this happens, all figures occupying tile 7-H or door 2 suffer ✵ 10.

Section Links

When door 3 is opened, read **131.3**.

146.1 · Artificer Recovered

You enter Lihrey's cabin, and are happy to find him out of bed and walking around.

"Ugh, I'm not as young as I used to be," he says. "That shipwreck was very nearly the end for me, but you lot didn't give up on me. Thank you."

You look at him expectantly, hardly containing your curiosity. "Ah, so that's why you've made this little visit," he smiles. "Makes sense. While recovering, I was able to do some research—not much else to do after all—and I believe I've pinpointed the location of the third scale fragment. It's in the hands of an older clan of Algox, who reportedly sense its powerful energy and treat it as a holy relic. Here, let me draw you a map..."

Rewards

New Scenario: **Gaps in the Road** 74

146.2 · Frozen Treasure (90)

Conclusion

You smile and shake your head. The Vermling didn't do any of the work, so she doesn't deserve any of the loot. What's she going to do anyway?

And that's when you realize you can no longer move. It feels as though sharp little claws have hooked themselves into your brain. You realize, too late, that you're dealing with a Mindthief.

Rattusca slowly walks toward you and puts her hand in your bag. "I'm afraid you don't have a choice, you big dummies." She's got hold of one of the bracelets when the ship lurches and you all fall to the deck. While distracted with the Vermling, a massive storm rolled up right on top of your small ship.

"Batten down the hatches!" The captain yells. "By the Oak, this is going to be a terrible storm!"

You regain bits of your motor function right as you are about to slide overboard. Rattusca is nowhere to be found, but you've got bigger problems anyway. The storm is tossing this ship around like a plaything, and your head is ringing fiercely.

Rewards

Lose 5 collective gold.
All characters start the next scenario with ? and .

New Scenario:
Shoreline Scramble 91

146.3 · A Contained Fire (89)

You reach the den of the much-maligned Icespeaker, Vanjal. He looks formidable, but nothing too special to your eyes. Your newest companion had good reason to be livid. The room is positively stuffed with food and valuables. You smile as you lift your weapon. This beating is well deserved.

Special Rules

The Icespeaker is Vanjal. He has HxC hit points and is immune to all conditions except those Faye applies.

From now on, on initiative 11 each round, Faye focuses on Vanjal and performs 3; 3+L, . Whenever she performs this attack, on initiative 99 the following round, she instead performs 2, self, before acting on initiative 11 again the following round.

Faye's maximum hit point value is still 8+(3xL).

146.4 · Random Scenario

As you look down, you hear a tiny squeak. Well, isn't this wolf cub just a little treasure? Its tail thumps happily as you reach down to pick it up, and it lunges to lick your face. The tiny, adorable pup is too young to survive on its own, and you decide to take it back to Frosthaven with you.

Rewards

New Scenario: **Raised by Wolves** 112

146.5 · Lush Grotto (113)

Section Links

When door 5 is opened, read **112.1**.
When door 6 is opened, read **183.2**.

147.1 • Inside the Swarm (100)

Conclusion

With the last figment downed, the walls coalesce into crisp focus. Your mind snaps back to your real body with a crackle that leaves the lingering feeling of ash at the back of your throat. Every breath you inhale reeks of overwhelming citrus, your brain still unsure which senses mean what.

Gem opens the wooden box and dumps in a satchel of stale-looking ants, which combine with the existing bugs in a swirling mass and pour out onto the floor. The old Orchid looks delighted at the sight. "Zu! My sweet Zu, I could not be happier to see you! Here, I have a cloak for you."

The mass of Harrower responds in halted, startled words: "What? No! How could thissss bee? Gemmm… it was a life sentence."

"Sure, and it lasted all the guards' lives and then some," Gem retorts. "But you and I, we live longer than this lot. Do you want the cloak or not?"

"We have yet to pay my penanccce." Zu drags out the last word, a hint of sorrow in their voice. Gem puts her hands on her hips.

"Enough moping. What we did is done, but I need your help to find Bartlet. You owe that much to the poor Savvas."

The Harrower bows their head, defeated. "Give us the cloak."

Rewards

Gain 5 gold each and 10 ✸ each.

New Scenario:
Harrower Library (101)

147.2 • Ice Cave (111)

With some hesitation, you pick up the mirror. It must have some power still within it, so there's no point leaving it behind. When you look into it, however, your whole world shifts. You see your reflection staring back at you, but you are also the reflection, staring from the other side back at someone who is and isn't you.

You are... yep, you are in two places at once. Your mind is simultaneously processing being on both sides of the mirror wall, and it is giving you a massive headache. No wonder that Savvas was grumpy. At least with it dead, the Shimmer's power over this place is gone, and a new way forward emerges.

Special Rules

Both doors (2) are now unlocked. Remove the other goal treasure tile.

For the rest of the scenario, the character who looted the goal treasure tile gains disadvantage on all their attacks and exists on both sides of the map. Place one numbered token in their corresponding hex. If there is a figure or obstacle in this hex, move that figure or obstacle to the nearest empty hex. The numbered token represents their other figure.

Both character figures are treated as the character, share hit points and all conditions, and perform all abilities like the Shimmer did. They also ignore occupancy effects like the Shimmer did.

Section Links

When either door (2) is opened, read **138.2**. Return to **182.2** to reference its special rules, if necessary.

147.3 • Under the Influence (120)

Conclusion

The machine is destroyed. After the roiling smoke dissipates, you search for evidence of where the Mindthief has gone, but she has only left behind the sad remains of her experiment: the shattered contraptions, numerous befuddled or deceased guards, and a handful of Vermlings caught up in her ambition.

This isn't over. The Mindthief might return to execute the remainder of her plan. Feeling like you've failed Captain Olmstead, you return to Frosthaven to give him your report. With one eye on his subdued guards, who are carrying back the bodies of their fellows, he gravely listens to your tale of the Mindthief and her escape.

"She needs to be brought to justice," he grunts. "I have an old friend. Someone who may help find her."

The old friend is a Valrath named Kefra. Once a renowned cartographer, she now uses her impeccable eye for detail to hire herself out as a tracker. "Got ourselves a rogue Vermling, eh?" She cracks her fingers in anticipation. "Vermlings are like any other beast, leaving wreckage in their wake. Wreckage which can be traced. I'll find her."

You're not sure this Vermling is that simple. But there's nothing to do now except wait.

Rewards

Gain 1 morale and 2 collective .

Section Links

Add **76.3** to the calendar in ten weeks.

147.4 • Tower of Knowledge (134)

147.5 • Infiltrating the Lair (75)

Conclusion

With all other threats eliminated, only the Fish King, on the other side of the darkness, is left. The entire castle rumbles, as if something massive beneath your feet stirs. There is no time left. You step forward with resolve.

Rewards

Gain 10 gold each.

New Scenario:
Fish King's Ascension (77)

148.1 · The Savvas Seal (63)

Special Rules

From now on, in addition to all spawned and summoned monsters gaining , all monsters gain disadvantage on all their attacks.

At the start of each listed round, spawn the following monsters at the listed locations based on character count:

Round	Two Characters	Three Characters	Four Characters
9	d: One normal Earth Demon. e: One normal Flame Demon.	d: One normal Earth Demon. e: One elite Flame Demon.	d: One elite Earth Demon. e: One elite Flame Demon.
10	d: One normal Wind Demon. e: One normal Frost Demon.	d: One elite Wind Demon. e: One normal Frost Demon.	d: One elite Wind Demon. e: One elite Frost Demon.

Section Links

At the end of the tenth round, read **122.5**.

148.2 · Retires

"Something's, um, going on with your robot." One of the guards has come to your longhouse, because you are needed by the well. When you arrive, you find the HIVE in quite a strange state. All of its many separate robotic parts are shifting and crawling around each other, attempting to form a cohesive whole, but apparently failing. Its head, which houses the array that aggregates the processing power of the other units, is blabbering semi-incoherently.

After spending some time with it, as best as you can gather, its unique structure of decentralized processing has caused a glitch wherein the processing of the various disparate parts has become too decentralized. The parts no longer want to work in unison, and the head is doing its best to keep them together, but it is a losing battle. Eventually, it accepts that it just has to give up, and tumbles down into a chaotic heap.

And then they start walking, crawling, and hopping away in every direction, causing all the townsfolk who had gathered to watch the ruckus to run away in terror. You try to herd them back together, but there are just too many of them, and they have no interest in returning to their previous form. In a matter of minutes, they have scattered to the four winds; even the head is nowhere to be found.

Rewards

Add event WR-48 to the winter road deck.

148.3 · Temple of Feline Power (132)

Conclusion

As you leap through the doors, the chamber where you once stood collapses with a low rumble, throwing up an enormous cloud of dust and smoke. When the haze clears, you see that the darkness swirling around the idol has cleared too. It is now gleaming and perfect, emanating power. From the shadows walks a grinning figure wearing a dirty cloak, applauding your efforts.

"Thank you for retrieving my idol, friends. Now hand it over". You recoil at the preposterous request, but still, you find yourself walking over to Mulbrynn, idol outstretched, unable to resist...

Rewards

Gain 1 inspiration.

New Scenario: **Bolt** (133)

148.4 · Depths of Delirium (27)

148.5 · How to Lay an Ambush (129)

You're making some headway against the Algox when the rear guard of the caravan comes into view. This should be the last of them.

Special Rules

Open door 3.

Section Links

Return to **154.2** to reference its special rules, if necessary.

149.1 • Nerve Center (44)

149.2 • Barno's Room

You rush into the barracks and turn over Barno's room looking for evidence. You find a wooden box under his bed that appears to hold just his hairbrush, but a hidden bottom panel reveals a deck of cards with too many kings. There is not much else. You push past him in the doorway to head back to Tarro's burned-out cabin and meet with the demon before sundown.

Section Links

Read **88.2** now.

149.3 • To Bury the Dead (95)

The moon tussles with the passing clouds overhead, its beams of light sporadically illuminating your way through the dark. Naturally, though, just when the resting place for this coffin comes into view, your progress is again slowed by the ghost of Camilla.

Words cannot encapsulate the jumbled mess of emotions and sounds she emits as she materializes. It pains you, and before your thoughts can return to the task at hand, she is off for the outpost once more, shrieking into the night air with all that is left of her essence.

Special Rules

Open door 2.

Spawn one elite Living Spirit adjacent to sarcophagus a at the empty hex closest to a starting hex. This again is the Reluctant Ghost. It has (HxC)/2 hit points (rounded up) and a base move value of 3 now. It focuses on moving toward and occupying the closest starting hex, then finds a focus as normal and performs any other abilities as if it had no movement. If the Reluctant Ghost enters any starting hex, the scenario is lost.

149.4 • My Private Empire (107)

A previously locked door at the right end of the ballroom opens on its own, beckoning you forward once more. This chamber feels less welcoming than the rest. It's noticeably colder, and a stone sarcophagus looms against the opposite wall. There is yet another bell.

Special Rules

Open door 3.

Section Links

The first time any character enters d, read **116.1**

149.5 • Artificer Recovered

Lihrey, the Valrath artificer, bursts into your longhouse with a big grin on his face. He seems much recovered since the incident at the docks.

"I've discovered the location of the second piece of the Leviathan scale!" He exclaims. "It's quite a ways away in an old ruin along the coast, but we can use my ship to get there. Please, I implore you to assist me in securing it. We can't let the Abaeli seize this power for themselves."

Rewards

New Scenario:
A Giant Block of Ice (72)

150.1 · Jeweler Inquiry

On a hunch, you stop by the jeweler. The proprietor is more than willing to talk in the hopes they can make a sale.

"Oh yes, someone did come by right around 6:45. Tall, bald fellow—looking to sell an Oak Charm. Looked a bit worn, honestly, so I refused to buy it. Is there something I could interest you in, while you're here? I have some excellent baubles that would look perfect on you…"

Where will you go now?

Section Links

If you search Allya's room at the barracks, read **179.3** now.

If you search Barno's room at the barracks, read **149.2** now.

If you search Cecil's room at the barracks, read **166.1** now.

If you know who the killer is and don't need any additional investigation, read **88.2** now.

150.2 · A Grand View (94)

Pounding on enough keys of the central console finally does the trick, opening up the doors to the back room. Inside, you find a bunch of shivering, half-dead Vermlings in crude cages. But no Camilla. Perhaps she is in a side room, but for now, you are resolved to get these Vermlings out of here.

Special Rules

Open both doors 1. Doors 2 and 3 are now unlocked.

All Vermling Scouts are allies to you and enemies to all other monster types. Place one numbered token on each Vermling Scout. These represent cages. Caged Vermling Scouts do not act and cannot be interacted with in any way.

Whenever any character ends their turn adjacent to any caged Vermling Scout, they may free one of them by removing the their numbered token. Whenever any Vermling Scout is freed, it can then be interacted with as normal and acts as if spawned. Instead of drawing ability cards, on initiative 99 each round, all freed Vermling Scouts perform 3, controlled by you.

150.3 · My Private Empire (107)

The previously locked door in front of you opens under its own power, beckoning you forward into a long hallway furnished with expensive-looking, thick, velvet curtains on each side, leading to a door at the other end. Another bell hangs in the center of the room.

Special Rules

Open door 1. Door 2 is locked.

Section Links

The first time any character enters b, read **95.2**.

150.4 · How to Lay an Ambush (129)

Conclusion

Pools of warm blood slowly melt the snow as you scramble to pack away the sun agates. For ease of travel and protection for the gems, Derrick provided you with insulated containers to store them in on the journey back to Frosthaven. There are bodies everywhere, and admittedly, you're a bit on edge for fear more might arrive at any moment.

Many of the mercenaries are badly injured, so you put the healthier ones in charge of getting the rest back to the outpost and then set off on your own, laden down with gems.

Rewards

Gain 1 ✓ each. Note the amount of remaining sun agates.

New Scenario:
And Then, a Stream 130

151.1 · The Eternal Crave (122)

Just when you think you're winning the fight, the Maw shakes itself off, thumps the ground with its feet to knock you back, and then raises its head, letting out a resounding, echoing howl. You can hear distant answers from far behind you. More monsters are coming to join the fight.

Special Rules

Open door 2.

The Hungry Maw performs LxC, self and loses all negative conditions. It is immune to damage until all revealed Snow Imps are dead.

Section Links

Return to **98.1** to reference its special rules, if necessary.

151.2 · Inn Built

Once the inn is complete, you can't believe what a difference it makes to Frosthaven. Having a warm location in which to rest and gossip will invite people with diverse backgrounds and abilities. Their presence will bring in much-needed labor, promoting the production of other buildings and spurring the exchange of ideas and invention. Frosthaven no longer feels like such a remote outpost.

The inn is a sturdy timber longhouse, its evergreen-fresh scent pervading the lobby. The proprietor is a gregarious Quatryl who helped design the building, insisting on the nail-less joints and the carving of the mountain range over the fireplace. "You know you'll always have a room here," she greets you warmly, her long fingers handing over a key with a numbered plate. "Especially if you bring in plenty of lively tales to share with my patrons!"

Rewards

Add event WO-71 to the winter outpost deck and event SO-55 to the summer outpost deck.

151.3 · Job Posting

You're polishing off a round of ale before bed when the door opens with a light creak. With near-imperceptible slowness enters the oldest orchid you've ever seen; were it not for the lumbering walk you'd take her too-large crystals to be a fallen chandelier, not a sentient being.

By the time she's made her way over to your table your party is in the midst of exchanging goodnight wishes. She settles into an open chair with a rattling thump.

"My, what fortuitous provenance! Just the merry band I was hoping to see." She speaks slowly and deliberately, a light hint of an accent you can't place dotting her speech. "I've been told you are the choice for matters outside the typical. And my, this matter is far from typical."

She pauses for dramatic effect, but her timetable is skewed much too far. By the time she resumes speaking your party is exchanging concerned glances: did she die at the table?

"The matter, of course, touches the very core of a group like you." The ponderous crystals obscuring her mouth twist and rattle against each other. Is she… smiling?

"But we will get to that, I understand the protocol. I may be old, but I imagine my gold is still good?" She shifts and her slow hand drops a sack of gold on the table. It's clear these are not typical coinage: despite their excellent condition they're of an antiquated design. Gold is gold, though.

She takes the look on your faces as sufficient. "Wonderful! I look forward to our adventure!"

Rewards

New Scenario: **Prison Break** 99

151.4 · Gaps in the Road (74)

Kicking in the door, you realize to your dismay that you are too late. The altar has been destroyed, the scale fragment is missing, and the guardians are slain. All that remains is a school of piranha pigs, chewing on Algox bones, and they are none too happy to see you.

152.1 · The Eternal Crave (122)

You leave behind the dryness of the Maw's dwelling, searching for the mammoth bark. You descend into a dark and icy cave below the hall above. At the edge of your torches, you can see two paths: a long and treacherous path through a patch of ice frozen so clear, it could be a mirror; or a shortcut through a darker part of the cave, where the only things you can make out in the shadows are silhouettes of giant polar bears.

Special Rules

Door 1 is now locked.

Section Links

When door 3 is opened, read **179.2**.
When door 4 is opened, read **172.1**.

152.2 · A Tall Drunken Tale (128)

Eros, the Savvas playwright, moves from the corner of The Crater to pull up a chair next to you and begins jotting down notes. "Don't mind me, gentlefolk," it says, flipping back its long scarf to avoid soaking it in ale.

Narb takes a swig of your mug and picks up the tale, "I let out a war cry so terrifying, it shook the enemy to the core!" He flicks his long hair back, reenacting the moment, "RAHHH!!!"

Special Rules

Immediately kill any C enemies with the lowest current hit point values. This does not contribute toward embellishments.

All characters gain ◈, and the two characters with the highest and lowest current hit point values switch those values with each other, neither exceeding their maximum.

Section Links

At the start of the fourth round, read **176.3**.

152.3 · Library Lesson

Eddica, the resident librarian, wraps up the last of her weekly lessons. "And that's why a week is just ten days long." She checks off the final item on a long checklist, then sets her red-rimmed glasses down on the table beside her. "Well, that settles my end of the bargain. If there's more to learn in this world, it certainly won't be from me."

She stands from behind her desk, straightening her skirt. "So that leaves your part. It's time you find those books of power—" she stops herself, wagging a finger, "—no, those *tomes* of power, and help me get on with my research."

Rewards

Add event SO-58 to the summer outpost deck.

152.4 · Sinking Ship (92)

Conclusion

You throw the last bits of loot into Doghogger's waiting arms right as the deck tips over. You nearly lose your footing, holding onto the railings of your ship as you watch the stricken vessel slowly disappear beneath the waves, the silhouettes of multiple trapped Lurkers encircling the doomed hull.

"That was close," sighs Doghogger as he lays out a rope for you to climb. "Lucrative... but close. I also see you've signed up a new crewmember."

"HE-RO-IC-S IS PROGRAMMED TO BE A VALUABLE AND PRODUCTIVE MEMBER OF SOCIETY," chirps the automaton, whirring dangerously close to Doghogger's beard. "I FLY SLASH HOVER SLASH STAND READY TO RETRIEVE TREASURE, LOOT, PLUNDER, OR MISCELLANEOUS GAINS, ILL-GOTTEN OR LAWFULLY ACQUIRED."

"A loud crewmember," grumbles Doghogger as he sets a course for home.

Rewards

Collectively lose 5xC/2 loot tokens (rounded down), first taken from HE-RO-IC-S' pile, then taken as evenly as possible from the characters' collected loot tokens. If any loot tokens remain in the HE-RO-IC-S pile, distribute them as evenly as possible to all characters. Loot tokens are then traded in for loot cards.

Section Links

Add **181.2** to the calendar in one week.

153.1 · Derelict Freighter (127)

You get the sick feeling that the situation will only worsen if you go below deck, but you know there will also be more supplies, and so you descend. In the hold, you find the remains of the crew, blue and frozen. A dry moan rises up from one of the corpses, and they stand, eager for you to join them on their endless journey into the abyss.

Special Rules

Place the revealing character on stairs (b). Stairs (a) and (b) are linked.

Any character can spend 2 movement points when occupying stairs (c) to go lower below deck.

Section Links

The first time any character goes lower below deck, read **109.2**.

153.2 · Hall of Revelry Built

The Valrath turns to the Aesther in your party, clearly in awe. "We are blessed to be in your presence. We are followers of your brother, Tholos, the Granter of Favors. He can see your desires, and he is generous to those who prove their worth through his trials."

The Valrath finishes his tea, handing the empty cup over to another of the conclave's members with a thankful nod. He is no longer addressing you as a group, instead enamored with the Aesther in your party. "I cannot fathom the lengths you have gone to—the force of your resolve, to gather yourself back up from the infinite planes. What did you focus on to coalesce your being? For Bastian, it was hate. I have heard stories of others—the thrill of the hunt, the pursuit of prophecy… I have even heard of one who seeks only the enigma of mystery across time and space. Tell me, what drives you?"

There is a pleading in his eyes, but just as quickly as the words leave his lips he catches himself. "No, it is not for me to know. I have my guide now, in Tholos the Granter of Favors. And it is only through me acting as shepherd that others may see his majesty."

He smiles, rising from his seat. "That is why you are here. To complete his trials and receive his impossible gifts." The Valrath leads you to a small stone bowl on a raised platform at the far end of the hall. It burbles a sweet-smelling steam despite no discernible source of heat below it. "Drink deeply and you will know your task. I know not what he will ask of you. They are unique for each of us, and their mystery is beyond the bounds of our prediction."

You look at him with a level of concern, and he smiles warmly. "All I can say is that should you complete them all, your reward will be worthwhile. Good luck."

Section Links

If you are playing Frosthaven solo, read **155.4** now. Otherwise, read **145.2** now.

153.3 · Tower of Knowledge (134)

Conclusion

With a thunderous crash, the steel automaton falls. The lights in its eyes blink out. The remaining machines also power down, slumping into immobility. The bolts holding the trap door snap open. It is finally possible to escape.

Stepping forward cautiously, you prod the fallen metal monster with your foot. Something clicks, and a hatch pops open in its chest, revealing a cavity within. You reach inside, and pull out what can only be the Tome of Conflict. Perhaps this is what was powering this whole mechanical nightmare.

Rewards

Gain "Tome of Conflict" 219.

153.4 · Old Coin

You know immediately from their weight: they're gold coins, but they don't feature the special markings Dinah Snapclaw described in the Tavern.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

154.1 · Lush Grotto (113)

Special Rules

If both tiles 4-C and 13-C have been revealed, replace the doors between them with one large snow corridor.

Section Links

When door 3 is opened, read 183.2.
When door 4 is opened, read 112.1.

154.2 · How to Lay an Ambush (129)

There it is—your prize. You signal to the other mercenaries and leap forward. Now is the time.

Special Rules

Open door 2.

Place the twelve numbered tokens next to the map. These represent sun agates. Keeping more agates intact will result in a better reward.

Place token b on the elite Algox Priest's stat card. This represents the gem bearer, who focuses on moving toward and occupying a, then finds a focus as normal and performs any other abilities as if it had no movement. If the gem bearer ever occupies a, the scenario is lost.

If the gem bearer dies, the enemy closest to the hex the gem bearer occupied becomes the new gem bearer, represented by placing token b on its stat card, and follows the same rules as described above. When this happens, remove one numbered token from next to the map (unless the gem bearer was the last monster on the map). If five numbered tokens are removed, the scenario is lost.

The first round starts now.

Section Links

At the start of the fourth round, read 148.5.

154.3 · Core Attunement (67)

Conclusion

The humming sound of the elemental resonance between the cores and the array finally settles on a soothing frequency. Voice-of-Eight materializes before you, strengthened and anchored by the ancient device. They face the demonic portals and begin to sing at the same frequency, using words of a language long forgotten. One by one, the demons blink out of your world along with the rifts they created.

Momentary relief, however, is suddenly enveloped by an overwhelming sense of dread. The humming sound splits into multiple layers, each new one overpowering the others, building up a feedback. The Aesther chant fades away as they look at you, all with a unified expression of shock. Something must have gone very wrong.

A sharp crack rings out through the dome and your eyes dart to the array, a small fissure forming at the top of its crystalline form. A new rift suddenly rips open in front of you and you hear once again the howling winds of chaos.

Rewards

Gain 1 morale and 1 prosperity.

New Scenario:
The Face of Torment (68)

154.4 · Tower of Knowledge (134)

The dizziness-inducing tilting stops at last. All is silent for a moment, but then, you hear a loud rumbling coming from inside the tower. At the center of the main room, an enormous automaton descends from the ceiling, crushing the altar beneath its bulk. Its metallic fists flex and red light blooms in its eyes. Its head swivels as it searches its surroundings, and then it spots you—intruders! It lumbers forward, murder in those glowing red eyes.

Special Rules

Replace altar c with an elite Steel Automaton. It has HxC/2 hit points (rounded up). When it dies, instead of a loot token, it drops a goal treasure tile.

155.1 · My Private Empire (107)

"They mocked. They chided. They whispered endless jibes against me. My hall was empty, and they reveled in it. It was their final jest. My lovely dancers made short work of them. It took me weeks to scrub the blood. Now, my new friends, join their final pirouette!"

Special Rules

The fourth episode is overcome when all revealed enemies are dead.

Section Links

When the fourth episode is overcome, read **149.4**.

155.2 · Xain's Gambit

When the third day passes without Xain turning up at The Crater with your investment proceeds, you know you've got a problem. You finally corner him at his home by the docks.

"Oh, right—I am so glad that you came by! I've been looking everywhere for you guys." He wipes his brow nervously. "So, a little bit of a mixup with the polar bear meat. Turns out Lurkers? Really into it. But not as into paying with, uh... things of traditional value."

He hands you an ill-looking flask.

"Good news is you're now the proud owner of... that. They assured me it's super healthy."

Rewards

Gain "Unhealthy Mixture" 098.

155.3 · Low Morale

"This is a somber hour, but we've seen worse." Mayor Satha accepts a sack of food from the shopkeeper, who grumbles while handing it over. "Keep your chin up, we'll get through this too." He gives a nod, closing his door as she helps you load the food into the wagon. She marks a note in her ledger and wipes the effort off her brow, which has gathered despite the cold weather.

"That's the last door we'll need to knock on, thankfully. We've checked in on everyone, collected what we could, and brightened as many days as plausible." She slams a fist into her hand in frustration. "I hate asking for handouts! If we ever get to this point again I'm just going to let the city burn."

Rewards

Gain 5 morale. Gain any 6 collective material resources.

Lose 2 prosperity.

Section Links

Cross out **155.3** on the morale track and replace it with **175.2**. If your morale reaches 0 again, read this new section.

155.4 · Hall of Revelry Built

You peer into the depths of the stone bowl at the far end of the hall. Steam wafts off the surface of the liquid, obscuring the contents. You're nearly ready to give up when it cracks through your mind like an electric jolt—you can see the interconnectedness of all things. It has made this life more difficult for you. Fulfilling, yes, but you've had to work so much harder just to achieve the same goals.

The knowledge is a blanket draped over your shoulders. It is heavy, weighing you down, but it is warm and makes you feel safe, too. Perhaps there is a better path in life, one that you should follow. Perhaps those rewards outweigh the destiny you always thought you had…

Rewards

Unlock Personal Quest 23. Any character may abandon all progress on their current personal quest to take it now, otherwise add it to the personal quest deck.

Add event WR-40 to the winter road deck.

156.1 • Opening the Pass

"Fascinating, yes... a fascinating challenge... Oh, and an opportunity for the outpost, of course!"

A Quatryl wrapped in a thick green cloak paces the floor of Satha's cabin, lost in thought as the mayor looks on from her seat by a map-strewn table.

Satha raises a hand in greeting as you open the door, and the Quatryl whirls toward you, startled. "OH! Yes, perfect, perfect, you must be the ones Satha mentioned. Pinter Droman, tinkerer extraordinaire, at your service." He bows with a flourish.

Satha clears her throat, cutting Pinter's introduction short. "A recent landslide changed the landscape of the Frozen Pass," the mayor explains, "Between the rocks that fell out of the way and the valleys they filled up, we think we can create a shortcut through the Coppernecks that could save days for supply teams and merchants coming across the mountains."

You recall your own recent journey over the pass, and agree you'd have appreciated a shortcut.

"That's the spirit!" Satha continues, "A shortcut means more merchants bringing goods, and more goods means more outposters survive the winter. Pinter here is in charge of the engineering."

"Yes!" Pinter jumps back in, unable to contain his excitement. "The place we're looking to build," he points to a map on the table, "is a landslide area that's almost clear of rocks. I've created explosive devices to help remove the rest, but the fauna of the area are quite aggressive, and I can't get a team close enough to plant the charges."

"That's where you come in," Satha explains. "I told Pinter you're the only ones I trust to get those bombs where they need to be and handle yourself against the local animals. We'll have the charges packed and ready to go at dawn."

You nod and turn to go prepare your own supplies, but Pinter interjects. "And not to worry, the charges are completely safe!" he says, unprompted. "I've learned so much since my, er, unfortunate incident in Gloomhaven." Somehow his assurance does not increase your confidence.

Rewards

New Scenario: **Work Freeze** (114)

156.2 • Raised by Wolves (112)

A small whine from Wolfie at your side helps to urge you forward. You move further through the corridor and finally find the nest for these demons. You draw your weapon, ready to evict some unwanted residents.

156.3 • Deadly Pastimes (85)

Conclusion

Utterly exhausted, you march forward up the passage, finally emerging into daylight. You look around and see a clear path down off this mountain, causing a sigh of relief.

One other thing catches your eye, as well: a tiny wisp of smoke coming from a campfire a ways down the slope. You cautiously approach and find a human male fitting the description of the husband sitting happily by the fireside, enjoying a roasted bird.

"Oh, she sent you after me?" He asks after you demand answers. "Yeah, I decided that cave was way too dangerous and went exploring somewhere else that took a little longer to get to. Sorry, I didn't mean to cause such trouble."

You almost kill him but realize you'd then have to carry him back to Frosthaven. Instead, you just collapse next to his fire and take a nap.

Rewards

Gain 15 ✸ and 1 ✓ each.

156.4 • How to Lay an Ambush (129)

With everything set in its place, you lie in wait while the front of the Algox caravan comes into view. Instead of springing the trap immediately, though, you hold back for a while, waiting for the one bearing the agates to appear.

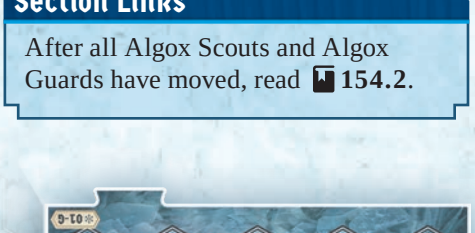
Special Rules

Open door (1).

All Algox Scouts, then Algox Guards, immediately perform 9 focusing on moving toward and occupying (a).

Section Links

After all Algox Scouts and Algox Guards have moved, read **154.2**.



157.1 • Under the Influence (120)

Scenario Effects

All characters gain ? and ◆.

In the final room, you encounter the source of the mind-altering energy: an enormous, haphazard contraption, a scavenger's collection of spare machine parts. At its base, flicking levers and muttering to herself, is another Vermling. Her hands dance across the controls and rats clamber across her shoulders like a living cape. From her eyes emanates an azure glow, a searing energy which also crackles between the antennae of her bulky metal helmet, which is attached to the machine. This must be the one responsible for the attacks on the guards—the Mindthief.

Barely acknowledging your entrance, the Mindthief adjusts dials on her helmet. "It works! I've done it! My experiment is complete! The guards were incidental, a byproduct." She sounds shaky, as if she is reassuring herself. "Every experiment has sacrifices." You're not quite sure that's true.

As you approach, she hears you and tenses. Quickly detaching her helmet from the machine, she removes it from her head, cradling it in her arms. Shooting you a wild, defiant glance, she flees through a back exit, smashing a switch as she departs. You consider pursuing her, but the machine kicks into high gear. The psychic energy reaches a pinnacle, prickling down your spine, threatening to overwhelm you.

You have to destroy the emitter device before it makes your party turn on each other like the poor guards did.

Special Rules

From now on, during card selection each round, all characters can only draw up to three set aside cards.

The glowing orb has ((Lx2)+3)xC hit points. It is an enemy to you and an ally to all monsters.

157.2 • Enhancer Upgraded

With the enhancer expanded, you visit Voice-of-Eight to see how they are liking the improved shop. Unsurprisingly, you find Nera embroiled in multiple tomes, the room aglow with spells, her hands weaving purple and black through the air. You wonder if you ought to leave her to it, but she signals you over, speaking excitedly.

"We have made contact with someone who may be trapped in the Void. They must have endured cruelties from the Corruption, but with that evil force gone, we should be able to pull them out to safety. Come, help me." This sounds dangerous at best, but that's a typical day in Frosthaven. Trusting Voice-of-Eight's judgment, you assist Nera in setting up the spell components as the rest of the Aesther collective materializes around you. They form a circle, chanting as a portal opens at the center.

The procedure seems stable for a while as Nera scans for where the energy is strongest. "There!" She cries, and a surge of purple energy flares from the portal. A scarred hand emerges from the other side, but then the flat face of the rift cracks, and it appears the hand is stuck.

"Help!" Nera pleads, and, not knowing what else to do, you grab hold of the hand and pull. With great effort, an Aesther tumbles forth right before the portal shatters in a shower of ethereal glass.

The figure groans, shivering on the floor. "W—where is... the pain?" Their hand shoots out, grabbing a shard of the portal. You jump back in alarm, but the Aesther turns the sharp edge on themself, carving strange symbols into the translucent flesh of their leg. You feel a strange tickling sensation on your own leg.

"Ahhhh, much better," they sigh. "Thank you for releasing me from that prison. I had been trapped there for so long, I don't think I can live without pain.

"But," the Aesther suddenly stares at you with fierce intensity. "I have also learned to redirect my pain, and I don't want any other innocents to experience anything like what I have. Point me toward evil, and I will destroy it!"

Rewards

Unlock [class] class box.

157.3 • Job Posting

The Crater, the burned-out dent where a tavern used to be, has been seeing some action the past few nights. The community has taken to the limited warmth it provides, huddling around the mismatched donated furniture and sharing fermented liquids from their personal pantries. Gatherings tend to last until the small hours of the morning or until the cold settles in. While there are tarps strung to keep off falling snow, the lack of walls makes visitors easy targets for wind whipping through.

You're just about to call it for the night when a Vermling you haven't seen before steps up to the overturned dresser you're using as a table. "I'm Scabwit, nice to meet me. My people are negotiating with some Algox for a spot to call our own and it'd be best if we had some brutes like you to keep the peace." Scabwit adjusts a crystal-topped walking stick, turning it absent-mindedly. "You're the scariest-looking people here, so I'll offer a trade: come be scary for me out in the Whitefire Woods and I'll make it worth your time."

Rewards

New Scenario: **Midwinter Brawl** 93

158.1 · The Titan (123)

Special Rules

When any character ends their turn occupying pressure plate a, it is permanently activated.

158.2 · The Lead Door (103)

Conclusion

With the last pillar shattered, the dark mental prison begins to crumble. The walls melt into a black ichor, the demons screaming as they fade to nothing.

The shock of the cold cavern pinpricks its way over you as your mind returns to your body, and the feeling of madness lingers for a moment before reality sets in. Gem and Zu are standing over Bartlet's body.

You watch as a tear runs down Gem's face, following the jagged contours of the protruding crystals and falling noiselessly to the ground. She turns to Zu, her voice small. "Do you think it was enough?"

Before Zu can respond, Bartlet draws in a breath for the last time, releasing it as a long sigh. The Savvas's chest fades to dull rock before your eyes, and a reverent silence falls over the room.

Zu gently embraces Gem with their swarm. "It wasss enough."

Rewards

Gain 1 ✓ each, 30 ✹ each, and 10 gold each.

158.3 · Xain's Gambit

Sure enough, Lurkers show extreme interest in polar bear meat. The proposition spreads by word of claw and Xain finds you on the street to deliver your gains, minus his fee.

"What did I tell you? Lurkers can't get enough of that fatty polar bear steak!" A realization crosses the Orchid's face. "I wonder if I can get the Algox interested in bottled seawater somehow..."

Rewards

Gain 30 collective gold.

158.4 · The Longest Second (125)

You enter a room crowded with arcane machinery that twists and twirls in ways impossible to comprehend. Gears fold in on themselves and cogs wrap around in angles that change depending on what part of the room you observe them from.

The droning buzz has begun to change tone ever so slightly, losing intensity. Again, above the opposite door is a panel lit up with a bright red number one.

Your mind boggles at what the number means. Is it part of a code? Is it a label? If every room is room number one, does the number have any meaning? What is life without time? Is time something you can hold or merely behold? The amulet must be affecting your brain, because you can't seem to stop all of these questions from spilling forth like a geyser of curiosity.

Fortunately, there are more guardians, so you have something to distract you.

Section Links

When door 2 is opened, read **108.1**.

158.5 · A Contained Fire (89)

Conclusion

Faye grabs Vanjal's lifeless body and drags it outside, tossing it into the center of the courtyard, on top of his broken statue. She roars deeply and painfully, letting all of her hatred escape her shaking body. The rest of the Algox flee in terror.

With Vanjal defeated and his army scattered, the neighboring Algox clans return to the stronghold to raid the stores, divvying up their stolen supplies. They all thank you profusely and offer you a share of what was recovered.

Rewards

Gain 2 collective and 2 collective .

159.1 · Work Freeze (114)

Explosions echo off the hills, and the mountainside shifts under the force. A stream of rock and slag slides down into the ravine below. You're just about to congratulate yourself when the mountain's surface buckles and collapses as well, revealing a natural cavern that had been buried beneath the rock. More creatures pour from the cave, intent on making a fresh meal out of you.

Special Rules

Open all doors 1.

From now on, all monsters that would spawn at c instead spawn at e, and all monsters that would spawn at d instead spawn at f.

159.2 · Vermling Siege

You'd almost forgotten about Mayor Satha's deal to get you past the Vermling siege and continue your work in the region. It all comes crashing back when you're greeted by the sight of a crude catapult and the sound of vicious squeals as you crest the last hill before Frosthaven.

"FOOD!"

You aren't sure whether the approaching Vermling extortionists are referring to your group or the loot you carry. You keep your weapons close by, and you see guards lined up on top of the gatehouse in case things go wrong.

A gnarly Vermling clad in bright orange feathers steps forward, scowling. "We let you go to get food. Our part of the bargain was good. YOUR part, though, is not. Where are the bears? Where are the hounds? Where is the FOOD?"

Echoes of "Food! Food!" ripple through the attending Vermlings.

The chieftain's face splits into a wicked grin. You can see where this is going.

"Either you give us food," the Vermling snarls, "or you ARE food!"

"Food! Food!" The chant is becoming more insistent, and more sinister.

Section Links

If you give up whatever food you have, read **170.3** now.
Otherwise, read **123.2** now.

159.3 · Deadly Pastimes (85)

What appeared to be a small pool of water turns out to be quite deep, leading into an underground chamber. The flashing of two eels glints off some bubbles rising nearby and illuminates a possible opening on the other side.

Special Rules

All hexes on tile 4-A are treated as water (difficult terrain). Water 7 and j are linked.

At the end of each round, any character occupying tile 4-A must discard one card (if able).

159.4 · The Forge

You've stared at the elemental alloy and the key mold you found for a long time now. You've asked everyone in town about the "Tempus Forge"—even the locksmith who directed you to one of the ruins—but you have gotten nowhere. It's not until you're wandering a ways out of town, on a walk to the northwest, that you begin to feel the strange sense that everything around you is... familiar. That rock in front of you, the contour of that hill, the exact positions of the mountains in the distance—you recognize all of these shapes from what you thought were crude scratchings on the back of the alloy and the mold. You rush back to your room to grab them both and then rush back out to the spot you found. Sure enough, everything lines up.

And the rock seems to be of particular importance. Right above its depiction on the alloy are the words "Tempus Forge". You kneel down to inspect it and, under the layers of snow, find a small mural. And hidden within the mural is a keyhole. You've found it.

Rewards

New Scenario:
The Tempus Forge 106

160.1 · Collapsing Vent (98)

You brace your back against the door frame; the very act of opening it to move through has destabilized the previous room. You'll need to hold it open as long as you can so your companions can escape.

Special Rules

When the character who opened door 1 exits their hex, tile 11-F begins to collapse. At the end of each round after this happens, all figures occupying tile 11-F or door 1 suffer 10.

Section Links

When door 2 is opened, read **145.3**.

160.2 · Tavern Built

The new tavern has already attracted a local following, but you're still as likely to find patrons at The Crater as you are at the newly opened Boiled Crab. In large part that's because the Vermling running it has an attitude that repels people about as much as Frosthaven itself. Dinah Snapclaw, the proprietor of the tavern, is a bit of a mystery. There's no shortage of rumors about her, though.

"Y'know, she used to sail with Barty Half-Ear, the notorious pirate." Xain, the local barfly, is speaking in hushed tones. He looks around to make sure she isn't listening, then continues, "Rumor has it he forced her to walk the plank, left her as piranha-pig food. Just biding her time here until she can get her bloody revenge."

The no-nonsense Vermling you're discussing returns to your table with a fresh drink for Xain.

She turns to you: "He telling you his stupid stories? He tell you the one about how he had to flee Gloomhaven after some bad debts came knocking?"

Xain feigns shock. "I was just telling them you might have a job for them." Dinah shoots him a look angry enough to make a man's blood run cold. "What? You need someone to find those coins. This group of mercenaries spends more time outside the wall than anybody! Unless your plan is to just keep checking the till each night?"

She picks at a scab on her face, thinking. "Fine." She pulls a gold necklace with an antique coin dangling from it out from under her ale-stained blouse. "I'm looking for some others like this one. Bring them to me." Before you can get a good look at it she shoves the necklace back down her shirt.

Xain steps in to explain: "Find them all and it's supposed to lead to a massive treasure."

Dinah looks irritated. "Just bring them to me, that's all you need to know. Now buy a drink or quit taking up the seats." She walks off to another table in the near-empty establishment without waiting for your order.

Xain turns to you, excitedly. "Wow, she must really like you guys!" He sees your faces, pushing ahead with reassurance. "She'll open up. Just keep an eye out for the coins on your adventures. If you find them… oh if you find those coins… we'll be rich!"

Rewards

Add event WO-79 to the winter outpost deck and event SR-50 to the summer road deck.

Add loot card 1418 to every scenario loot deck in addition to the normal loot distribution. When drawn, read any one section number depicted.

160.3 · Retires

The Geminate seems... smaller somehow. It may be that their swarm has lost some numbers, or maybe they're just more tightly packed.

"It is both," the Geminate hisses when you ask. You pick up a hint of dismay in their voice. "It is too cold. Our swarm, it is slowly dying, unable to reproduce fast enough. We try to pack together, to stay warm, but it is not enough. We fear we must leave this place soon."

The form of the Geminate shifts suddenly, and a different voice emanates from within. "The path is clear to us, at least, even if the other half is yet to agree. We must make our way to the Radiant Forest. It is much warmer, and we hear there are others of our kind there. It would be nice to commune with others. We grow tired of fleshy companions."

The Geminate shifts again. "We are swayed by this plan. The Radiant Forest is as good a destination as any..."

At this point, you feel you're no longer part of the conversation and take your leave. A few days later, the Geminate is gone, leaving behind only dead bugs where it made its nest.

Section Links

Add **193.2** to the calendar in four weeks.

161.1 · Climbing Gear Built

Despite its apparent hostility, the landscape surrounding Frosthaven calls for exploration. Now that some climbing gear has been constructed, you have the means to access new horizons high up in the mountains.

Inside the shop, you encounter the Harrower carpenter hard at work. The horde of insects which makes up their shape flits around, braiding together fibers for rope. “When we’re finished,” they say in their chittery voice, “this rope will be able to withstand the weight of one hundred thousand bees.”

You must look nervous. Their shape flutters with humor. “Don’t worry. That means it will hold you, too.”

You dearly hope so, because you can’t picture one hundred thousand bees scaling a mountain anytime soon.

Rewards

Place “Climbing Gear” outpost sticker on the town map at location C. You may now play scenarios with the 🔗 requirement.

Gain 1 prosperity.

161.2 · Radiant Dust (119)

Upriver, the forest increases in density, heavy boughs shadowing you, wind shaking off periodic cascades of powder like snowfall. The Infuser seems in their element, laughing quietly and crystal skin gilt-edged. Eventually, the air is filled with cracking and rushing, as this near the heart of the wood the creek thaws, energized from the latent power source.

You hear the tell-tale sounds of more monsters too. Caws and skitterings and the agitated flapping of wings. At the next bend in the river you spot them, the usual host, and polar bears this time too, their fur blazing with gold. They will need to be defeated before you can progress further.

Special Rules

The Infuser now focuses on moving toward and occupying (b), ignoring the effects of all difficult and icy terrain.

161.3 · High Morale

The guard tower is crowded on this clear Frosthaven dawn. Every outposter able to make the climb has braved the snow-slick steps and packed each gate house to get a view of the morning’s events.

”It’s a waste of resources, I kept telling ’em.” Captain Olmstead grumbles as yet more people pack the overlook, causing the floorboards to groan under the excited chatter. You follow his eye toward the courtyard, where a monolith stands concealed by a tarp of stitched hides.

For weeks a secretive scaffold has occupied the town square as artisans carted stone, steel, and wood behind a curtain under the supervision of a scarf-clad Savvas. Now the scaffold has been disassembled, and only the thin sheet blocks the finished monument from view.

Satha strides to center of the square and addresses the crowds with a bullhorn. “I’m not much for speeches,” the mayor begins. “And I’m not usually one for, uh, sentiment, either. But this place, these people... you make me proud.”

Finished, the mayor lowers her bullhorn and nods, and the Savvas signals its crew to pull the hide tarp.

A giant of stone and steel emerges: a human figure stands mid-stride on its way north, its determined gaze unflinching against the wind whipping in from the bay. Like the town of Frosthaven, the statue isn’t the most beautiful thing in the world. It wouldn’t be on display in any garden on the more civilized side of the Copperneck mountains. But it *isn’t* south of the mountains; it’s *here*, like Frosthaven, in a place it shouldn’t be able to exist, defying the cruel landscape that would spell death to anything of weaker stock.

A thundering cheer rises from the gathered outposters, echoing off the mountains and over the choppy waters of the harbor.

”Still a waste,” Captain Olmstead repeats, but even the surly guard captain can’t suppress a grin amid the victorious roar.

Rewards

Gain 2 prosperity.

Place “Statue” outpost sticker on the town map at location F.

162.1 · Furious Factory (109)

As alarms blare, you push into a seemingly empty room. You marvel at the brief respite, but then machines drop down from the ceiling.

162.2 · The Eternal Crave (122)

You look at the ingredients you have: the firepepper, the axenut, and the pieces of the mammoth bark. You lay them out next to the boiling cauldron and take a look at the recipe scrap.

A number XYZ points to 162 *XY.Z.*

It seems needlessly complicated, but you look to Noore and get only a noncommittal shrug. You'll have to figure this out yourself.

162.3 · The Longest Second (125)

Conclusion

You race out the front of the facility and dive down the hill as a massive firestorm rages in the space above you. You lay on the ground, breathing heavily, marveling at the fact you still retain all your limbs.

At least now you know what burning time smells like.

You stand up, and brush yourself off. You can feel that time has normalized. The fracture is now gone and the other of the two crystals is now glowing—this time blue. The danger is now past, and you are able to concentrate on your newly restored amulet to return to Frosthaven.

Rewards

Gain "Temporal Amulet" 194.

162.4 · Elemental Cores (66)

An Aesther hands you a lantern as you pass through the portal, smiling with a thankful expression. You nod and step through into utter darkness. You feel cold from your insides and skittering sounds echo through the air from all directions, making your skin crawl.

162.5 · Tome of Life

Eddica instructs the two volunteers to stand within runes she traces onto the floor in salt. She whispers something that sounds garbled and you can feel your vitality pooling at your torso like a dull pain. She crosses her fingers and you feel something snap while your insides wrench.

Rewards

For the next scenario, select a number less than either selected character's maximum health value. One character begins the scenario suffering that amount of damage, and the other character begins with their maximum hit point value raised by the same amount.

Gain "Tome of Life" 218.

Do not resolve an outpost event this week.

163.1 · Tome of Elements

Eddica the Librarian runs her finger down the page of the Tome of the Elements. She half-whispers something arcane, then scoops a fistful of ice out of a bowl, tracing a sigil with the melted water on your foreheads.

"Brr!" She shivers, rubbing her hands up and down her arms. "You feel that?"

Rewards

During the next scenario, the ❄ element token does not move from the waning column to the inert column at the end of any round.

Gain "Tome of Elements" 216.

Do not resolve an outpost event this week.

163.2 · Infiltrating the Lair (75)

This hallway is cold but brimming with activity. Alerted to your presence, you see a large school of piranha pigs closing on your position. That ceiling must come down to stop their approach.

Special Rules

When any character ends their turn adjacent to any b, the hallway is considered blocked. Any enemies occupying any b die.

Section Links

The first time a hallway is blocked, read **167.3**.

163.3 · Joseph the Lion Returns

A couple of days ago, Joseph the Lion finally opened his ice-cream stand. After a modest turn out on opening day the stand was shut soon after. You figure there must be a good reason for such immediate closure and decide to pay Joseph a visit in hopes that the merchant is once again in need of assistance and willing to part with a few coins.

Rewards

New Scenario: **Joseph the Lion** 126

163.4 · Gaps in the Road (74)

Conclusion

As the priest falls, so too does the constant shrill of the wind that has accompanied you since entering the peaks. You stow the last piece of the scale away in your pack and return to Frosthaven to resupply. You show the fragment to Lihrey and make clear your intent to give it to the Fish King.

"No single being should have the power," Lihrey shakes his head. "But I am in no position to stop you. Also, I understand that you must explore every avenue you can for peace, I just hope it is worth the risk.

"If only I had more time to research..." The Valrath slumps in his bed, seemingly exerting too much energy in his still weakened state. Before he falls back into a herb-induced sleep, he mutters, "I wish I could have been there to see it... Please take good notes..."

Rewards

Gain one random item blueprint.

New Scenario: **Apotheosis** 76

163.5 · Portal of Pain

The portal looks unstable, but you really don't want to meet what's up above that leg. You tackle the Pain Conduit through the portal, rolling onto the ice. You've never felt so appreciative of simple ice underfoot. The Aesther stands, shouting back through the crackling portal.

"Yesss! Colossal embodiment of suffering, I am your ally! Come to me, so that I can channel your dark energy!" The Pain Conduit motions as though they were sweeping all the contents off a tabletop, and the portal swells to tremendous size with a rush of orange air.

The monstrous creature steps through to your plane with a colossal footfall. Only then, looking up at the enormous figure, does the Pain Conduit recognize their mistake.

"No… this is not the source of pain. It is not even alive. It must have been the world itself!" They run back through the portal and it snaps shut behind them.

Which leaves you with a giant metal monster, who has turned its sights on Frosthaven in the distance. It's in your world now.

Rewards

All characters start the next scenario discarding two cards.

New Scenario: **The Titan** 123
You must play this scenario now.

164.1 · Gaps in the Road (74)

You enter the building and see, on an altar at the far end of the room, the final scale fragment. Slowly rising from her seated position on the floor, this shrine's guardian stares at you with disgust. With a swift incantation, the aged Algox priest summons Wind Demons to keep you from your goal.

164.2 · Library Built

You shelve the books according to the Damon Decimal System with ease, and even make sure to put "Gemstones" under "Orchid" per Eddica's request. When she returns she makes a thorough review, then gives a small nod.

"Well done, good to see there are some individuals in this backwater who might benefit from a library. Master Scrim will be delighted to hear it in my next letter." The edges of her lips barely curl up into a smile, but before it registers she straightens her clothes and continues, "You know, there is a matter I could use your assistance on… it might require some minor… uh, reappropriation of antiquities." You look at her blankly.

She rolls her eyes. "What, you expect me to sit around writing the complete history of Frosthaven? Please, this town was a sleepy fishing village until a few years ago. It'd barely fill a napkin."

She sits down behind her desk, shuffling a stack of paperwork out of the way. "Listen, there are books out there, four tomes of incredible power. The Tome of Life, the Tome of Conflict, the Tome of the Elements, and the Tome of Time. I want you to collect them for me." The young Valrath pushes her red-rimmed glasses up the bridge of her nose.

"My research suggests the Tome of Life is in this region—it's the whole reason I'm up here at all. No need to go out of your way, but if you do happen upon it and bring it back to me… well, I'll make sure you're rewarded."

Rewards

Add event SO-58 to the summer outpost deck, event WR-45 to the winter road deck, and event SR-47 to the summer road deck.

164.3 · Ruins of the Solstice (104)

The strange vault you find yourself in continues. You find it peculiar how the whole place is split down the middle – verdant spring on one side and desolate winter on the other. What sort of magics did the builders possess to create such a place?

Section Links

When door 2 is opened, read **14.2**.

164.4 · Relic (79)

Conclusion

You shiver and slide the sled outside, hoping all of this will be worth it. It's quite difficult, lugging the giant cube over the hills, but you make your way across the frozen landscape and back to the outpost.

Mayor Satha greets you, shepherding the townspeople, who repeat in unison. "The Relic! You have retrieved the Relic! Thank you!" Their voices carry through the night and follow you back to your quarters.

Out of all of the things you've seen, this might be one of the most unsettling, and it continues to follow you. For several weeks, you can hear the chanting in your dreams.

Rewards

Gain 3 morale.

Section Links

Add **45.2** to the calendar in three weeks.

165.1 · Ruins of the Equinox (105)

Conclusion

At the very back of the room, once the guardians have been dealt with, you find a single bar of metal on a pedestal. Judging by the writing on the wall, it is called the elemental alloy, and it shimmers in your hands, as if begging to be melted down at a forge. The alloy could be used with a mold to forge a new key, but you know that a regular blacksmith's forge won't do the trick. There are etchings on the side of the alloy, printed there by whoever mined the substance: "The Tempus Forge." That's where you need to go next.

Rewards

Gain 2 collective .

Section Links

Add **159.4** to the calendar in four weeks.

165.2 · Fish King's Ascension (77)

"NOOOOOOO!" The Fish King falls to his knees, gripping the fresh wound. He looks up at you, eyes filled with anger and fear. The portal opens once again and he turns insubstantial. A burst of frigid air, as if borne from the icy depths, tears at your exposed skin. The Fish King's power is waning. You know what needs to be done.

Special Rules

Set the Fish King's current hit point value to one-quarter its maximum hit point value (rounded up). It is now immune to damage.

Any figure adjacent to the Fish King may spend 1 movement point to place their figure in any empty hex adjacent to the glowing orb.

Right now, if is strong or waning, it can immediately be consumed to cause one Frost Demon to suffer trap damage.

All characters add +2 to all their attacks targeting Frost Demons.

Section Links

When all Frost Demons are dead, read **184.5**.

165.3 · Old Coin

You pick up a few coins scattered across the ground in the commotion, but none feature the special markings Dinah the tavern operator described.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

165.4 · Letter from

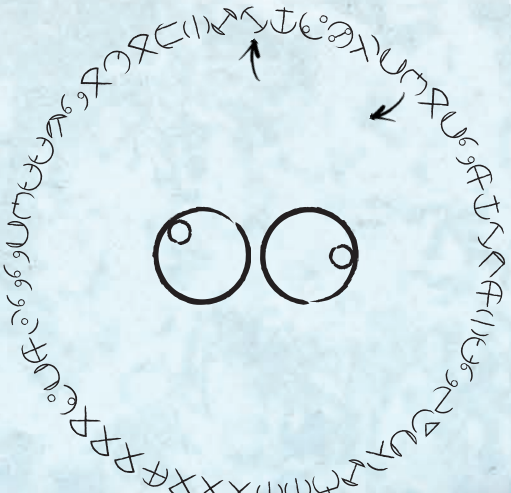
"Mail call," the exasperated Quatryl mail carrier stands at your doorway holding a weather-beaten letter. "Popular folk, ain't you? This one comes from across the Misty Sea apparently. Picked it up from a ship merchant in Gloomhaven."

You open it up to find a communication from the Metal Mosaic:

"I must apologize. What you said to me about not being beholden to anyone other than myself—apparently, it just took a long time for that to sink in, or maybe I just had to hear it from someone else. You see, I never quite made it across the ocean. I found myself on a small chain of islands out in the middle of the sea, the home of a group of Quatryls who are more closely tied to those who built my parts. They helped me see more clearly what you were trying to tell me all along. Though my creation was not biological, that does not preclude me from the same experiences and opportunities as any other sentient being. Those who created me are long dead, but even if they weren't, I am here now with my own will and my own desires, and I have the freedom to forge my own path in whatever way I would like.

"I will stay with these Quatryls for a while longer. Despite them being so small, I still feel a kinship with them. A strange familiarity.

"One last thing. They recently discovered some strange runes, and, despite their intelligence, can't seem to make any sense out of them. I told them how you deciphered the instructions on how to build me, and so they thought maybe you could help with these too. What do you think?"



165.5 · Lustrous Pit (108)

166.1 • Cecil's Room

You rush into the barracks and turn over Cecil's room looking for evidence. On the topmost shelf of his locker you find a pair of shoes with a handkerchief wedged inside. Unfolding it you find a small Oak Charm, but there isn't much else. You push past him in the doorway to head back to Tarro's burned-out cabin and meet with the demon before sundown.

Section Links

Read 88.2 now.

166.2 • A Tall Drunken Tale (128)

New patrons wander in and gravitate toward your table, curious about the gathering around it. Narb suddenly twitches in his sleep and begins to flail about, spouting high-pitched gibberish. Then comes another loud snore, and he settles back down.

Nits doesn't miss a beat, though, "Exactly, Narb. That's when the strangest thing of all happened. Believe it or not, the Great Oak itself sprouted up amidst the chaos for a front-row viewing of history! It said, 'Blessings!'"

Nits stands and makes a big flourish with his arms, showering the front row in droplets of ale. People can't help but smile and applaud.

Special Rules

Place one tree in any three starting hexes. Remove everything in these hexes from the map except for any figures, which are instead placed in the closest empty hexes.

All characters gain ◈ and their base attack values are doubled this round.

Section Links

At the start of the eighth round, read 132.4.

166.3 • Furious Factory (109)

You open the door and are faced with several laser gates waiting to block off your path. In the far corner, following the cables, you spy a long-abandoned console that must have once been used to supervise. No wonder there is extra security in this room.

166.4 • Job Posting

"Take a number." Glint, the Inox records-keeper at the town hall, gestures to a dispenser. A frantic-looking woman grabs out a slip of paper as you arrive in the otherwise-empty lobby.

"Three. Alright, now what?" She asks.

Glint takes the slip of paper from her, then shows it to her as though he was explaining something to a child. "It has a three on it, so come back in three weeks." The woman's eyes widen.

"Are you mad?! My husband could be dead by then!" Red from shouting, she turns to you, pleading. "You have to help me! My husband told me if he didn't return by this afternoon I was to find help. He could be lost or, or—dead…"

Glint, champion of relationship-building, chooses this time to interrupt. "Ma'am, you should know that the outpost of Frosthaven does not endorse or guarantee the services of third-party mercenaries. The assistance of these sell-swords is at your own risk."

Tears well in her eyes as she looks between the members of your party. "I'm begging you. Here, he always leaves a map of where he goes spelunking."

Rewards

New Scenario: **Deadly Pastimes** 85

166.5 • Black Memories (121)

Conclusion

You begin to depart the underground cavern, noticing small, pointed faces peering out from dark recesses. One of the creeping Vermlings, bolder than the others, edges toward the site of the mechanical suit. Passing by, you solemnly hold out the helmet. The Vermling squints suspiciously. But then she takes it from you. You then start on your long journey back to Frosthaven.

Section Links

Add 184.3 to the calendar in six weeks.

167.1 • Among the Wreckage (54)

Special Rules

Door 2 is locked and will unlock and open when ten total objectives have been destroyed.

Shuffle the six numbered tokens face-down again.

Section Links

When door 2 is opened, read 13.3.

167.2 • Job Posting

DING. DING. DINGdingDING!

"Hello? Helloooo?" A thin man bundled up in a trench coat is adamantly ringing the desk bell at the town hall. Glint, the Inox records-keeper, is pretending to nap a few feet away. "I see you there. I need help!"

Glint shouts without opening his eyes, adjusting his chair to face away from the disruption. "I'm on break! Come back later."

The man slaps a gloved palm on the countertop, leaving behind a puddle of water. "I am running out of wat— er, patience! Yes, I am running out of patience!" The man returns to ringing the bell with intensity, covering the countertop with moisture with each thump. Glint begrudgingly gets out of his seat to respond when he spots your group.

"Right, well, I was just waiting for the best mercenaries in town to show up. And here they are, look at that. Take it up with them. And stop sweating on my counter!" Glint drops back into his chair, done with the whole affair.

The man sizes you up, looking a bit nervous. "Yes, it's sweat! I am merely sweating! Because of the warmth. Of this room. It is very warm, correct?" It's tough to make out the man's eyes hidden between the assorted scarves wrapped around his face. His boots look new, but much too large for someone of his stature, and the trench coat he's wearing is nearly soaked through. The man dabs at his face with a wet handkerchief, then pushes aside the scarves to take a long swig from a canteen. You can't help but notice there's another three containers hanging empty off his belt.

He taps the bottom of the canteen to extract the last few drops, then remembers you standing there. "Right… Lurkers, they killed my family, and I need you to… uh, revenge. I would explain more, but it's very important I leave right now—er, for an appointment! Here's directions," he sets a wet wad of paper into your hand. "I'll explain later! Thank you! Good bye."

With that, he waddles out the door and into the street in a panic, tripping several times and leaving a trail of water behind him.

Rewards

New Scenario:
The Lurker Problem 78

167.3 • Infiltrating the Lair (75)

The blast from the first barricade reverberates throughout the halls. The element of surprise is clearly long gone, so you must work quickly. The carved doors to the inner chamber burst, but only show a transfixing, inky darkness beyond. It holds your gaze until you realize it is moving – dozens of grasping shadows reaching out toward you. The tendrils coalesce, transforming into the sinuous shapes of two Chaos Demons. Just what kind of power is the Fish King drawing upon?

Special Rules

Spawn two Chaos Demons at c at the start of the next round. These are normal for two characters, one is elite for three characters, or both are elite for four characters.

167.4 • Underground Station (96)

Special Rules

Floating platform b now moves toward the stairs then stops when adjacent to them.

Each a is an escape hex.

168.1 · Old Coin

Regardless of who minted it, a gold coin is accepted based on its weight alone. You find a few coins of questionable origin, but none featuring the special markings you're looking for.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

168.2 · Blast the Lurkers

The Quatryl seems confident, and you trust his evaluation. You give him the go ahead to prepare the device as Sun in Shallows returns to the sea.

Rewards

Place map overlay sticker Z on the map in location Z (F2).

New Scenario: **Explosive Descent** (50)

Do not resolve an outpost event this week.

168.3 · A Strong Foundation (65)

Conclusion

The wraith disperses into the air, and the other creatures lingering in the area take flight, leaving you in peace. Without a sound, Voice-of-Eight materializes in front of the elemental array, and they position themselves around the device, chanting words of an ancient tongue. The sound of their eight separate voices is eerie and beautiful, and it makes you wonder how much of their individualism they each gave up to sustain their existence.

A few minutes into the chant, the ice upon the array starts melting, and one of the Aesthers steps forward, dissolving into a mist that envelops the contraption, making it glow from within. A few haunting minutes later, the misty Aesther reforms and the rest fall silent.

"The anchor is the only thing still intact," Voice-of-Eight says collectively. "We must find new elemental cores—at least four of them—and put them back into place, or this array will continue to be nothing more than a memory of ages past. We will search them out across the planes and return to you when we have devised a way to retrieve them."

Rewards

Gain 2 collective and 2 collective .

Section Links

Add **95.4** to the calendar in six weeks.

168.4 · My Private Empire (107)

The same voice from the courtyard rings out from brass tubes arranged at each corner of the room: "Welcome! I hope you aren't too tired after your long journey? Please allow my servants to take your coats..."

Special Rules

The first episode is overcome when all revealed enemies are dead.

Section Links

When the first episode is overcome, read **150.3**.

168.5 · Bolt (133)

Conclusion

The idol lets out a meow of relief as you finally reach the surface back into the fresh air. Once again, you feel its voice echo inside your head: "I have seen the chaos the creatures of this land will cause with my power, and so I sealed myself away. But you have changed that fate. Those who would do harm are now buried beneath this mountain, and I am free to aid you in your adventures, though my power is diminished..."

The voice falls silent, and you look down at the idol. It is clearly cracked, but has at least stopped leaking power. Also, the compulsion to hold onto it has faded, so you stow it in your pack and return to Frosthaven.

Rewards

Gain "Cracked Idol" 238.

168.6 · A Waiting Game (117)

169.1 · Returns

Unlike Frosthaven's wintery landscape, the hunting lodge has entered a season of abundance, thrumming from an influx of ice fishers and fur traders. Drinks and tall tales are shared, prices for goods haggled over. You almost overlook the familiar, forlorn Vermling sitting by the roaring fire.

Discomfited in crowds, as usual, the Trapper fidgets with their tailcoat draped in their lap. You approach, surprised at their presence. You didn't notice their fur-piled sled outside.

"The empty one is mine," the Trapper admits miserably. They have been residing in the Whitefire Wood, a region usually known for its diverse fauna. Lately, however, the population of small animals like snow foxes has been waning. This is due to a new predator: polar bears.

"When I decided to track the bears," the Trapper says, "I discovered a local Vermling colony was overhunting them, pushing them out of their usual habitat in the barrens. I tried speaking to these other Vermlings." The Trapper removes their bush hat, revealing a lump between their ears, likely from a slingshot. "Diplomatic lot," they say ruefully.

The Trapper wants your help relocating the bears away from the tribe. "They need the chance to repopulate in an environment more suited to them." Eager to escape town for a while, you readily agree. The Trapper provides a map for you, marking the spot where you shall meet.

Rewards

New Scenario: **A Waiting Game** 117

169.2 · Sled Built

With the sled complete, you can now safely venture farther out into the tundra. Captain Olmstead joins you for a test run on a borrowed scouting sled from the town guard, and you can't help but enjoy the taste of the crisp morning air. The Captain eyes the next hill and gives a wry smile.

"Your new sled might outmatch the design of mine, but there's no substitute for experience." He cracks his neck. "Let's make it interesting… first to that tree line over there buys the next round." Before you have a chance to agree—or even spot the tree line in question, Olmstead has egged his dogs on down the hill.

You push off in pursuit, but by the time you make it to the tree line your competition is nowhere to be seen. Then you spot him: seated on a log just inside the shelter of the snowy tree canopy is Captain Olmstead sharing a canteen of water with his panting sled dogs.

"Hah! Glad we understand there's still a thing or two you mercenaries can learn from this old-timer."

Rewards

Place "Sled" outpost sticker on the town map at location B. You may now play scenarios with the sled requirement.

Gain 1 prosperity.

169.3 · Crain's Recovery

You have been lucky—luckier than most—to have never spent more than a few nights inside a gaoler's cage. Of course, there have been times when your temper's gotten the better of you, when you've indulged more than was wise, but you've never been forced to spend night after night, month after month sleeping on a stone floor with nothing to look forward to but a glimmer of morning light through iron bars. So you can't really fathom what it's like to finally be free from prison or what a person would do when they finally got out, but you doubt they would do this.

Crain Tallengyr, the Quatryl scholar you rescued from the Unfettered catacombs, has transformed his previously clean, albeit sparse, room into the cluttered, cramped nest of an academic. Somehow between last night and this morning, the Quatryl has gathered several books and a large stack of parchment and he's arranged everything on the floor around him like a flimsy mosaic. Behind him is a plate of half-eaten eggs and hard biscuits and several empty teacups. The bed looks unused, except the top sheet has been confiscated to sop up a large puddle of ink on the floor. His door is open and when you knock on the frame, his face lifts into a manic smile.

"My stalwart friends!" He bows without getting up. "Come to check on your rescued ward? What chivalry! And perfect timing, I might add. As you can tell, I've managed to get in a full night's work."

Crain pulls out a hefty book with an excited look. You ask if that will help you get to the center of the Unfettered facility, and the Quatryl frowns. "Oh, fine, I suppose we could talk about that first."

Crain unfolds a set of building schematics in front of you and shows you two paths from the library that will take you to the core of the facility. One is through the duct system, bypassing the bulk of the Unfettered workers by sneaking above them 36. The other is a long, narrow path deep in the facility that Crain says is an unfinished transportation system the Unfettered have abandoned 37. Both lead to the central chamber, but there's no knowing which one will yield the easier path.

"Now," Crain says pointedly, pulling out his book again, "If we could get back to this..." The Quatryl clearly wants to move on from his memories of the Unfettered facility, so you take the hint and ask what he's so excited about.

Rewards

New Scenarios: **Buried Ducts** 36, **The Dead Mile** 37

Section Links

Read **190.4** now.

170.1 · A Tall Drunken Tale (128)

You sip your pint and notice a couple patrons seem to have their ears bent to the story. Some have even moved their chairs to hear better.

"Any wind in the mercenaries' sails was stifled, though, upon witnessing the nearby ruins get swallowed up by a cave, holding more enemies in its maw," Nits continues, his beard in his mug. "I recall the fear in their eyes – the breath departing them as panic set in."

Special Rules

Flip over tile 2-I to 2-J, connect it as shown, and open door 1. Relocate door 4 to a. If there are any figures, tokens, or overlay tiles in a, place them in the closest viable hex.

All characters discard one card from their hand (if able).

Section Links

At the start of the third round, read **152.2**.

170.2 · Abandoned Hideout (136)

Special Rules

Boats a and b now focus on moving toward and being adjacent to c.

Section Links

When door 2 is opened, read **180.4**.

170.3 · Vermling Siege

You rummage through your packs for anything that might sate the appetites of the Vermling swarm and find some edible plants you'd been saving for other purposes. They're a small price to pay for Frosthaven's safety. You make the offering to the chieftain, hoping it's enough.

(Each character loses all herbs they are carrying.)

If the total of all herbs lost is C or greater: The Vermling adorned in orange feathers accepts your harvest. "A true pleasure doing business with you. Perhaps we'll meet again someday." With that he rounds up the Vermlings and they push on, presumably to harass some other outpost. **Ignore the Section Links below.**

OTHERWISE: The Vermling adorned in orange feathers shoves you toward Frosthaven's gate. "We'll expect something heartier next week!" The other Vermlings chuckle at your humiliation as you make your way inside.

Rewards

Gain 1 morale.

Do not resolve an outpost event this week.

Section Links

Add **5.1** to the calendar in one week.

170.4 · The Lurker Problem (78)

With the Lurkers bearing down on you, it takes too much effort to follow the elaborate kill-dance the instructions choreograph for you. You disregard them and overcome your enemies in the order you deem necessary. That seems to work just fine. Once they are defeated, the passageway to the left is unobstructed.

Special Rules

Door 3 is now unlocked.

Section Links

When door 3 is opened, read **51.2**.

171.1 · Temple of Feline Power (132)

As the last wraith falls, you feel a burst of heat, and the far wall melts away, revealing a passage deeper into this strange place. You feel a familiar force nudging you into the next room.

Taking a step forward, you see this room is much brighter, the light of the torches gleaming from the golden walls now free of ice. In front of you is a beautiful shining pedestal, topped with... nothing. Not an empty pedestal, but swirling darkness through which you can just make out an old, crumbling, filthy statue of what once might have been a cat. You feel, at the same time, forced away from it and inexorably drawn toward it.

Special Rules

Door 1 is locked.

Section Links

When any character ends their turn adjacent to altar b, read **110.2**.

171.2 · Random Scenario

You look down at an ancient sheet of stone—hardly the riches and jewels you were expecting. But there on the stone, faded, yet still complete, is a painting: a landscape, as if painted using the tip of a stick or a claw. And despite the crudeness, the details look familiar to you. You could probably find the place this painting depicts if you searched long enough.

Rewards

New Scenario: **Lustrous Pit** 108

171.3 · Harrower Library (101)

Section Links

Return to **126.2** to reference its special rules, if necessary.

171.4 · Mail Call

"Okay, I've had it!" A Quatryl shouts as she jumps up on a stool at The Crater, Frosthaven's premier drinking literal-hole-in-the-ground. "This town ain't that big, how can it be that hard to find someone?" The Quatryl is fuming. "I swear, when I find them I'm gonna..." she trails off, angrily glaring around before hopping down and stomping over to the closest table.

You hear her asking patrons if they know someone, but she keeps stumbling over the pronunciation of the name. It's butchered, but it sounds like it might actually be you. You raise a hand and she shuffles over, the picture of anger.

She slams a letter on the table in front of you. "*That's* how you pronounce this?! Oh for Oak's sake... FINALLY." As she drops her backpack on the ground and starts rooting around in it, you examine the envelope. It's from the well-respected merchant you wrote a letter to! You can't believe they took the time to write you back.

"I dragged this stupid thing all the way back from White Oak for you."

Rewards

Gain one random item blueprint.

171.5 · And Then, a Stream (130)

Conclusion

Thankfully, the remainder of your journey is a much calmer affair, though still grueling with the weight of the gems. You return to find Derrick sitting in The Crater with Nits and Narb, and all three greet you warmly and drunkenly.

"I told you they'd do it" Narb shouts, lifting his mug.

Derrick takes stock of all the containers and tuts. "A little less than I'd hoped, but it will still do." He smiles and hands you a large sack of gold. "We're all about to get a lot richer, and my sister will have to let me come to the estate in Vinneth for the annual wine tasting!"

As you watch Derrick load the containers onto a cart for transport back south, you can't help but think about how angry the Algox are going to be over all this, and whether his militia will be around when they come to take out their anger on Frosthaven.

Rewards

Lose 3 morale. Gain 1 prosperity. Gain 10 collective gold for each token carried.

172.1 · The Eternal Crave (122)

You take another step along the path, thinking you're through the icy danger, when the new cavern opens up to you, and you see a bridge of ice extending over some rather dangerous pits. There is no turning back now. The main chamber is on the other side of this path.

Special Rules

Door 3 is now locked.

Section Links

When door 6 is opened, read **8.4**.

172.2 · A Tall Drunken Tale (128)

"Um, Narb?" Derrick tries to move the large man but only manages to stir up a heavy snore.

"He's drooling," Eros laughs.

Special Rules

Any figure that did not have a turn yet this round will not have one. It is now the end of the fourth round. Do not perform any long rests and return any cards that were not played to their character's hand.

Section Links

At the start of the fifth round, read **124.3**.

172.3 · Hunting Lodge Upgraded

With a fire roaring in the background, the finished hunting lodge is the perfect location to exchange tales of narrow escapes from polar bears, as well as provide hides for Frosthaven. You encounter all sorts of patrons whose rugged appearances often belie a certain gruff kindness.

One of those patrons is a Vermling Trapper, who sits nearest the fire and away from the crowd, a square hat shadowing their eyes. Sitting beside their wares of lustrous, exotic furs, they are currently absorbed in constructing an intricate snare.

When you ask them to explain their process, they warm up to you. "Much of my time is spent not in action, but in observation. It's a matter of understanding the animals, their habits. If you're truly interested, perhaps I can show you sometime?"

You readily agree, happy for the company.

Rewards

Unlock ⚙ class box.

172.4 · Hunting Lodge Inquiry

"Yeah, they'd usually play cards in the back." An Inox regular in the hunting lodge is meticulously sharpening an axe against a whetstone. A small stack of finished axes sit nearby, and it seems like he has no shortage of additional hatchets to hone.

"Barno showed up around 5:30 to pick up some materials to bring to the guards on the front lines. Cecil popped in looking pretty exhausted a little before 6:30. Pretty scattered, seemed like. But he ducked out before Barno returned a few minutes later. Barno had a couple cups of something to warm him up and didn't come back until around 7:45. Why d'you ask?"

Where will you go now?

Section Links

If you search Allya's room at the barracks, read **179.3** now.

If you search Barno's room at the barracks, read **149.2** now.

If you search Cecil's room at the barracks, read **166.1** now.

If you know who the killer is and don't need any additional investigation, read **88.2** now.

172.5 · Furious Factory (109)

You knock through the door, only to be met by a blast of frigid air. This part of the facility appears to have collapsed, leaving it open to the outside. Maybe that explains the higher security here.

173.1 • Hide Depot Built

As a final touch, an intricate woven rug is unrolled at the entrance to the hide depot. In an elegant display room heaped with goods, the fur trappers, tanners, weavers, seamsters, and their clientele all brush shoulders. You, too, now have a place to sell excess furs, and contribute to this teeming industry.

Amidst the crowd you spot Violet, the local Lurker researcher, transfixed at one booth. She's cooing over a cashmere cape trimmed with ermine and dyed her favorite color, purple. "Oh, but I just couldn't," she frets.

The peg-legged proprietor grabs the cape out of her hands. "Well if you ain't got the coin, quit pawing the furs!" The angry woman starts to smooth out the cape to put it back on display.

Violet looks shocked. "What? No—I have the gold. White Oak provides a stipend for my research… I'm merely concerned about how fragile it seems! It would just get wet in my coastal studies."

The shopkeep immediately changes her disposition, showing a smile missing some important teeth. "Oh, a stipend? Why didn't you say so? Maybe you'd be interested in this here waterproof—and much more expensive—purple seal-skin coat?"

Violet spends her coin with gleeful abandon, an action you expect will be more commonplace now in Frosthaven.

Rewards

Add event SO-56 to the summer outpost deck and event SR-41 to the summer road deck.

173.2 • And Then, a Stream (130)

You're making some progress recovering from this disaster, but the fight's not over yet. Reinforcements have arrived.

Special Rules

Spawn a total of C normal Lightning Eels as evenly as possible at any (b) and (c). Then spawn C/2 normal Frozen Corpses (rounded down) at any (a) and C/2 normal Shrike Fiends (rounded up) at (e).

Section Links

At the start of the eighth round, read **87.1**.

173.3 • Bolt (133)

Special Rules

Do not set up pressure plate (b) for two characters.

173.4 • Fish King's Ascension (77)

Conclusion

With a pained gurgle, the Fish King finally stops thrashing. The tendrils of chaos circling him recede and reality returns to the room. His limp body, now returned to its original size, flops to the ground.

"Scale... less..." You stand over the Fish King and see only hatred in his eyes. "What have you...grrgglllggll..." At this point, his own mistreated piranha pigs descend upon him, chewing and gnawing in a frenzy. You grab whatever valuables are within reach—including the Leviathan scale and the spear—the Fish King clearly doesn't need them anymore—and make a quick exit back to the ship. You hope the Abaeli left behind will be able to thrive without their megalomaniacal ruler and leave Frosthaven alone in the process.

Lihrey looks ecstatic when you deliver the scale to him and explain what happened. "Truly fascinating!" He marvels. You look him dead in the eye and warn him that no one should try to control the scale's powers.

"Absolutely, I agree," Lihrey nods. He carefully deconstructs the scale into its three parts, and then releases a breath that he seems surprised he was holding. "You can rest assured that we will only study it for historical importance. And the Storm Society will keep it safe. I will journey to our headquarters to deliver it immediately. Thank you for all your help."

Rewards

"Threat from the Deep" quest complete. Gain "Wave Blade" 201. Add event B-19 to the boat deck.

174.1 · The Lady in White (86)

Conclusion

The ghost emits a piercing wail that throws you to the ground. Instinctively, you clutch at your ears, and, thankfully, the sound slowly fades into an echo. You look up to see the remains of the Lady in White dissipating into the cold mist.

When you get back to Frosthaven, you hear the wonderful news: the guard's wife finally gave birth to a perfectly healthy baby girl. As you walk by, people look up, nod and give you a faint smile. You nod back and trudge toward your longhouse, eager for sleep.

Rewards

Gain 2 morale.

174.2 · Returns

Walking down to the dock, you are completely surprised to see your old companion, the Pyroclast, standing at the shore, staring off into the sea.

"Who could have imagined that the Savvas would be so... boring?" The Pyroclast says as you approach. "All they want to do is accumulate power and show it off to the rest of us. They don't actually use it for anything. Like they're preparing for a war, but no war is coming."

The Pyroclast stands there silently, listening to the waves lap gently against the wood of the dock. "I'm not coming back to fight with you, if that's what you're thinking. But I do think I need something new in my life. Maybe... yes, that's it!"

The Pyroclast suddenly runs over to where a number of small fishing boats are tied to the dock. You follow as it burns one of the ropes to ash and jumps into the newly freed boat. "I'm going to master a new element! I will cast myself into the middle of the Biting Sea and overcome the powers of water and ice!"

You try to object, but the Pyroclast won't hear it. It is already rowing away from the shore. "This is going to be great! Until we meet again!" You have to admire its confidence, though the fisherman whose boat was stolen doesn't share your enthusiasm.

Rewards

Gain 3 inspiration.

174.3 · Ruinous Research Lab (81)

You stumble over the debris behind the door, creating a loud noise. This is immediately followed by flashing purple lights, more machines rising up to greet you, and an ancient artillery mechanism slowly turning toward you.

Special Rules

Barricade (e) has L+5 hit points. It is an enemy to you and an ally to all monsters.

The first time any character ends their turn occupying pressure plate (c), create one trap in each empty (b). Pressure plate (d) has no function at this time.

174.4 · Ice Cave (111)

Conclusion

You finally exit the cave, freeing yourself from the ice wall. Through the snow, you see yourself also emerge from another cavern. Slowly, you walk toward yourself, and you feel the mirror vibrating.

You close your eyes and focus on what dwindling power it has left, trying desperately to inform reality that you are, in fact, only one person and not two. You get closer, and the vibrations intensify until—SNAP!

You open your eyes. Somehow, you are one again. You rub your head, and with the mirror in hand, quickly set on your journey back to the relative warmth of Frosthaven.

Rewards

Gain "Cracked Mirror" 236.

174.5 · Old Coin

You're lucky gold is so shiny: you never would've spotted it among the dirt otherwise. Unfortunately, none of the coins feature the special markings Dinah the tavern operator told you to look out for.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

175.1 · Job Posting

A trip to the hunting lodge to pick up some pelts is rudely interrupted by Eros, the local Savvas with a penchant for the arts. The Savvas swoops its black scarf back and addresses you with a world of concern in its voice.

"Mercenaries! I have *devastating* news!" Eros continues in a dramatic tone that would befit oration from the stage. "Camilla, the prodigy painter, has gone missing!" Eros pauses, waiting for recognition to play across your face. It does not.

"Well, surely you know Camilla! A tad hot-headed, but she has been my most capable ally in the war against these drab, unflinching walls!" The Savvas touches its scarf to its head, looking to the heavens for assistance. You do vaguely recall an old woman around town with a bucket of paint, but you assumed she was doing some maintenance work. "Oh, surely you—she painted the entryway to the mineshaft, for instance—a dark, dusty blue that is unmatched!" Eros' actions are beginning to draw a crowd.

"She got word from some mercenaries that there was a pack of rare, majestic beasts in the snow fields to the far east, and she was just absolutely determined to go paint them," Eros explains. "But now I fear the worst! You simply *must* retrieve her, or this outpost will never again experience the majesty of her palette!"

Rewards

New Scenario: **A Grand View** 94

175.2 · Low Morale

Mayor Satha's jaw clenches as she watches another group of dark figures disappear up the trail leading to the Frozen Pass. Deserters.

They won't make it over the mountains—Captain Olmstead wouldn't let them take more than the same meager rations everyone in the community has been surviving on these past weeks—but they've chosen to die elsewhere. "Better'n sittin' here, just waitin' fer some crab-thing to claw yer guts out," one deserter had muttered as he shouldered his pack and turned away from Frosthaven.

"I failed them." Satha says flatly.

Frosthaven has lost people before, of course: to sickness, or raids, or the sheer vicious cold of the North. But in Satha's expression you see that this loss, the loss of faith, hurts more than all those other tragedies combined.

The mayor allows herself another moment of self-loathing, then closes her eyes and breathes in deep. When she exhales, you see the weight drop from her shoulders once again. The true mark of a northerner: the ability to persevere through any loss.

"Well then, fewer mouths to feed, eh?" Satha chirps, putting on a tense smile and turning to a starved guard. "Gather up what wood we can salvage from the wreckage. I want a strong bonfire tonight, bring everyone. Our circle 'round the fire will be all the tighter for being smaller."

Rewards

Gain 5 morale.

Lose 2 prosperity.

Rebuild all wrecked buildings for free.

Section Links

If your morale reaches 0 again, read this section again.

175.3 · Deadly Pastimes (85)

You notice grooves along the floor, as if this massive boulder can be moved.

Special Rules

Any character may target snow rock (b) with any ability with ⬍ or ⬍ solely to ⬍ or ⬍ it as if it were a figure, so long as it remains adjacent to the other snow rock.

Section Links

If snow rock (b) is moved such that it is no longer adjacent to the stalagmite, read **178.4**.

175.4 · Elemental Cores (66)

Searing heat crashes against your skin, making it hard to breathe for the first few moments after entering the portal. You are greeted by fire demons, a bolt of crackling embers flying close by your face.

176.1 · Gaps in the Road (74)

Conclusion

The corpse of the Algox and the devastation left behind are all the signs you need to know that the Fish King has beaten you to the final piece of the scale. He has all of them now, and his threats about destroying Frosthaven echo in your mind as you return home. You give Lihrey the grim news, and he quickly arrives at the same conclusion you made: the Fish King must be stopped at all costs.

"Luckily, the instruments I made to track down the fragments in the first place should now prove equally useful in tracking down his lair," Lihrey says. "We'll need a different boat, and there may be some swimming involved, but I've got a few contraptions that should help with that as well. Let's get to it!"

Rewards

Gain one random item blueprint.

New Scenario:
Infiltrating the Lair 75

176.2 · Radiant Dust (119)

Conclusion

With your path finally clear, you reach your destination. In the heart of a wood grows a massive pine. From its branches, like waves of sunlight, falls the powder. The Infuser circles the pine making notes in a field book, pressing needles between the pages.

"Of course! The powder is a kind of pollen," they say. "Yet I'll need to take samples of the core, study its growth pattern, track the seasonal vicissitudes…" They continue on, speaking to themself. Once you begin to take your leave, they finally notice you again. "Apologies! My dear friend, I must thank you. As you can see, this will preoccupy me for some time. Please, accept these gifts in return for your efforts in collecting the dust. I hope they will prove as useful to you as your assistance has been for me."

You gladly take the supplies and clasp hands warmly with the Infuser in fond farewell.

Rewards

Spend any remaining dust to gain the following:

Spend seven (once only):
"Scepter of Control" 203.

Spend one: Any 1 material resource

Spend two: Any 1 herb resource

176.3 · A Tall Drunken Tale (128)

Nits and Narb argue over minute details you couldn't name if you tried, each saying the other is clearly wrong and looking everywhere but at each other. A stranger chimes in, and that's when you notice most of The Crater seems to now be invested in this tale. You also notice Derrick staring at you, smiling.

A chair drags across the floor, and Nits gets up to relieve himself.

"Anyway," Narb continues, "like I was saying, it only got worse. Apparently, nobody noticed the Abaeli rowing up on an iceberg until it landed to the north. The fish folk came whispering ill will. You could actually see it, the words heavy and black, slithering through the air and into our mercenaries' ears."

Special Rules

Connect tile 1-A as shown. All characters gain , , and .

Section Links

At the start of initiative 67 read **172.2**.

176.4 · Funeral for the Winter Fallen

Ever since the Deathwalker decided to improve the graveyard, they work on it tirelessly, expanding the grounds to make room for each body individually and making headstones to properly commemorate the fallen. The work slowed significantly in the winter as the ground froze solid, and now that the weather is beginning to thaw a bit, there is a lot of time to make up for.

The Deathwalker organizes a service to inter all of those who fell over the course of the winter, and you decide to attend. You fear that the morose proceedings will just worsen the mood on an otherwise nice and sunny day. But, as the burials commence, the guards begin sharing warming anecdotes about those who passed, and the mood turns almost celebratory.

"Remember that time Deke tried to light his fire arrow and ended up setting his trousers on fire instead? That boy knew nothing when he got here, but by the time the end came for him, fighting off three Lurkers at once, he had grown into quite the admirable warrior."

And then somebody brings out the alcohol, and pretty soon the whole town is singing and crying and laughing together until the sun sets. It is quite the cathartic experience, and when people finally start shuffling home, still telling each other their favorite anecdotes, the Deathwalker still sits among the graves, smiling softly.

"They're finally at peace."

Rewards

Gain 2 morale.

177.1 · Collapsing Vent (98)

Conclusion

You burst free from the exit, gulping down fresh, crisp air. The mountain gives a last rumble as it settles itself, sealing the facility under a permanent blanket of rock and snow. You're certain whatever forgotten activity they were doing down there is now never to see the light of day.

Rewards

Gain 1 prosperity.

177.2 · Infiltrating the Lair (75)

You appear to have found the Abael treasury, which you discover is protected by Ice Demons. Why are there so many demons in the castle, and how is the Fish King controlling them? What are they protecting here?

Section Links

The first time a hallway is blocked, read **167.3**.

177.3 · Old Coin

The pile you've stuck your hand in has a wet, oily feel. Best not to think about how it got that way. You wipe off a few coins you discover but none feature the special markings you're looking for.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

177.4 · Care Package from ❄

As you enter the main gates of Frosthaven, you can't help but notice the giant pile of food sitting just outside in the snow.

"A group of Algox brought it by," a guard explains. "Said they was friends of yours, but Olmstead was suspicious. He said to wait until you got back."

You inspect the pile and find a crudely written note from the Snowdancer on a bark parchment.

"Friends," the note says. "My tribe had a bountiful harvest this year, praise Geryuu. I remembered how difficult the winters could be in Frosthaven, and so decided to share some of our crop with you. Be well, and stay safe."

Rewards

Gain 3 morale.

177.5 · My Private Empire (107)

Conclusion

You flee the room, scramble up the stairs and arrive, panting, back at the courtyard above.

"I see that your feet are tired," the voice rings out. "A pity. Still, I implore you—remember the name Ventillion!

"Oh, and as thanks for attending my party, please accept this humble gift."

A stone door swivels in a carved alcove, and a burgundy velvet sack embroidered in gold thread with the letter "V" appears on the plate.

Rewards

Gain any X collective material resources, where X is the number of episodes overcome.

177.6 · Deadly Pastimes (85)

You move to investigate the sagging snow, and, well, you're not sure what you were expecting to happen, but the whole area gives way, sending you on a familiar trajectory back down into the darkness, crashing on a family of boulders. Once you gather your pride, you look around and realize your blundering may have actually had a positive impact. You destroyed some boulders that were blocking a passage that seems promising.

Special Rules

Whenever any figure enters e (including the character occupying or adjacent to it now), immediately place their figure in m or the closest empty hex to it.

178.1 • Mysterious Crate

The alarm bell rings in the middle of the night. An attack?

You rush out of your longhouse and down to the dock, strapping on weapons as you run. There, just past the craftsman's shop and butting up against the jetty, is an unknown ship with tattered sails. Two dockworkers are wrestling the lines to keep it from being pulled back into the bay.

A roar erupts from the ship—Ice Wraiths are swelling around the mast. The whole ship pulses with demonic energy.

And then you spot them: there, on the deck. Crates, sealed with thick black tar.

Rewards

New Scenario: **Derelict Freighter** (127)
You must play this scenario next.

178.2 • Hall of Revelry Built

The Hall of Revelry proudly rises two stories from the bedrock of Frosthaven. Its construction was completed nearly overnight, and the craftsmanship is superb. Blue-cloaked Valraths stream in and out at all hours and shipments of supplies arrive like clockwork to support the inhabitants. A thick, sweet-smelling fog rolls out the doorway as you approach.

"Welcome, friends. Have you come to learn of the divinity of the Aesthers?" The Valrath standing before you looks well-fed and eager to make your acquaintance. You inquire about your recently retired party member. "Oh, yes—we thank your friend for their contributions to enlightenment. Would you, too, like to embrace the divine? But oh—where are my manners? Please, come in. Come in!" He invites you into the grand hall behind him, where other Valraths are sharing a pot of tea featuring the thick scent of boiled snowthistle.

"We are worshipers of His Impermanence Tholos, the Granter of Favors, the Balanced Aesther. You, too, can be granted the gifts he offers." He sits, legs crossed, on a comfortable-looking blue pillow. "It was not long ago that my brethren were worshiping the false idol of Bastian. 'The Blood God', as he called himself." He takes a long draw from his tea, then smiles, clarity washing over his face. "But now we know the truth. It was right to worship the Aesthers—all seeing, immortal, with power beyond measure. But not all Aesthers are equal, and not all deserve our reverence."

Section Links

If AESTHER, read **153.2** now.
Otherwise, read **196.1** now.

178.3 • Job Posting

The sound of the alarm bell has your group rushing to the wall in a dead sprint. You take the rickety steps up the guard tower two at a time, but the last step reveals a guard looking confused more than concerned. He points down to three Algox bundled in cloaks outside the gate. As you move to draw your weapons, one of them waves.

"We seek the assistance of your warriors!" The Algox in the center shouts up the battlements. An older female Algox touches his arm, and he bends low to make it easier for her to whisper in his ear.

After a moment he straightens up, then continues in a billowing voice: "Our clan comes in peace, and we have heard stories of your vanquishment of Algox who attack and rob their neighbors!"

If they are a threat, they're certainly a sorry one—while it looks like their furs were once beautiful examples of Algox handiwork, they're now in disrepair. The Algox themselves look malnourished at best. You agree to meet them outside the walls of Frosthaven, if only to confirm there's nothing to be concerned about.

They thump their fists to their chests in reverence as you exit the gate. "Thank you, warriors. Our people have been abused at the hands of a neighboring tribe, run by Vanjal, an Algox who has taken to celebrating his own vanity through incessant tithings. Our people risk starvation just to keep him appeased. Will you help us?"

Rewards

New Scenario: **A Contained Fire** (89)

178.4 • Deadly Pastimes (85)

You push away the boulder to reveal a small area that looks to have experienced a recent cave in. You spot a corpse half-buried in the rubble.

Special Rules

Don't change anything on the map other than adding the "Goal 3" treasure tile and (12).

179.1 · Crain's Expedition

The salvage team you sent to the Unfettered complex returns near the end of the day, hauling sleds full of metal automatons and ancient manuscripts in various states of disrepair.

Crain is disappointed to have had his materials moved from their original location and declares a good deal of the spoils unfit for study, tossing them from the sleds as mere scrap. A few minutes later, though, he finds some unexpected bauble buried among the components and is back to his exuberant self.

Rewards

Gain 5 collective .

Return one +20 card to the town guard deck.

179.2 · The Eternal Crave (122)

You thought you could sneak past the sleeping polar bears, but a Snow Imp has other plans, flying toward you and shrieking. You're so close to the main chamber of the cavern system now, but there are so many creatures between you and the other side–and they're all excited at the prospect of dinner.

Special Rules

Door 4 is now locked.

Section Links

When door 5 is opened, read **145.1**.

179.3 · Allya's Room

You rush into the barracks and turn over Allya's room looking for evidence. Unfortunately, there's little more than some letters from back home and a pouch of snowthistle and spirit sap. You push past her in the doorway to head back to Tarro's burned-out cabin and meet with the demon before sundown.

Section Links

Read **88.2** now.

179.4 · The Tempus Forge (106)

Conclusion

With the blacksmith dead, you can only hope that you are able to operate the forge correctly. You first melt down the alloy into a shimmering liquid that seems to reflect light in a rainbow of colors. The alloy looks cold, like a mirror, even as it melts in the heat. Once done, you lock the mold into place and let the forge's mechanisms do their work, slowly pouring the melted alloy into the mold before lowering it down into a pool of cold water.

Unfortunately, you lack any method of opening the mold, so you're forced to pry it open, cracking the entire apparatus as you do. But you are able to retrieve your key. It shimmers with power as you hold it.

You seal the forge up tight with your new key when you depart, leaving it to rest in peace.

Rewards

Gain "Key of Seasons" 213.

179.5 · Metal Shipment

A stern knock on your longhouse door reveals a man with skin as thick as leather. He tips his hat, then asks you to sign for a delivery as two men unload his wagon.

"Told you I'd come back around with those materials you ordered. The pass is brutal, but the gains are sweet."

Rewards

Gain 2 collective and 5 collective .

179.6 · Retires

You find the Pain Conduit in your longhouse, tracing strange shapes in the air with their fingers and muttering to themself. "The pain, yes, I feel it... It is coming into focus." They suddenly convulse in agony and the air in front of them flashes with a dark energy. Before long, they are laughing with a wild look in their eyes.

"Bwahaha, yes! There it is! I have never felt something so... INTENSE!" The Pain Conduit gathers a dark energy into a ball between their outstretched, clawed fingers, and then the ball engulfs their body. "I must go to it! It calls to me!" The dark energy around them flashes again, and then, suddenly, the Pain Conduit is nowhere to be found.

Rewards

Add event WR-32 to the winter road deck.

180.1 • Great Dallum

Frosthaven is bubbling over with excitement. The streets are cleared, the feast prepared, and the citizenry has shown up in their best clothes to meet the Great Dallum, the most powerful seer the world has ever known.

He arrives right on time, stepping through the gate with a small entourage at his side, to cheering, music, and fanfare. The crowd bunches up around him and it's some time before you can even get a look at anything more than his bald head. People offer numerous gifts: painted hides, fine woods, and, of course, gold. Each is graciously accepted then spirited away by the Great Dallum's handlers into a wagon for transport.

When it's finally your turn he sets a soft hand on your shoulder and looks at you with piercing green eyes. "What's your name, mercenary?" His booming voice carries and he speaks at a quick clip, as though he's rushing to get through his duties. Before you have a chance to answer, he asks if there's a donation you'd like to make for his blessing of sight.

Section Links

If you make a donation to the Great Dallum, read **122.4** now.
Otherwise, read **120.5** now.

180.2 • Accuse Cecil

A portal opens beside the prince and he yanks Cecil through it into the room: "Did you kill Tarro?"

A terrified Cecil nods in fear. "Sorry, I was just trying to get back my Oak Charm and our winnings, but he put up a fight…"

The demon prince gives a malicious smile. "And I take it the fire was just to cover your tracks?" Cecil nods, trying to be as helpful as possible under the circumstances.

The prince nods sympathetically, then turns to you. "It seems you've assisted me, which necessitates compensation—I know all too well the consequences of leaving an open-ended favor." He plucks a blood-red gem off his scepter and hands it to you. Flecks of light swirl inside, and it feels too heavy for its size.

"I trust that will be sufficient. Our work here concludes. Enjoy your silly town." And with that, he drags Cecil through a portal back to his home plane.

Rewards

Gain 1 prosperity.
Gain "Demon's Gem" 240.

180.3 • Job Posting

Glint, the Inox records-keeper at the town hall, is leaning back in his chair and throwing a rubber ball against the wall. He sees you and rises with all of the speed of a bureaucrat who knows no one else would be willing to take this job in the middle of the frozen north. He flips open a ledger.

"Name?" He knows your names, he's just difficult. You comply, which does little more than get a raised eyebrow. "Really? Huh, could've sworn you were taller. Unless you're shrinking." Glint licks a finger, revealing a golden tooth as he turns the page.

He shuffles some papers, further wasting your time. After what feels like an unacceptable wait, he passes a bounty across the table. "Three reports of oozes." You reach to grab the paper, but he holds it down with his thumb, looking you in the eye. "Unreliable. Don't get your hopes up. The report says it ate a sheep, probably just a lazy farmer who miscounted." Glint releases the page and goes back to his rubber ball, settling into his chair with a thump.

As you take the bounty details you steal a glance at the original report—it doesn't say the ooze ate "a sheep", it says it ate "a herd of sheep". This might be more than you bargained for.

Rewards

New Scenario:
Here There Be Oozes 84

180.4 • Abandoned Hideout (136)

The damp, swollen door opens with a loud, rusty creak to reveal a dank pirate's den. Under a layer of cobwebs, you see shelves filled with gold and other valuables, but you see movement in the shadows as well. The old pirate crew might be dead, but they're still determined to protect their treasures.

181.1 · Tome of Time

You walk into the crowded library carrying the book with a metal cover and an embedded hourglass you found in a far-off cave. The eager resident librarian Eddica locks eyes with you, then looks to it, then back to you. She uncontrollably blurts, "EVERYBODY OUT! Magic time!" The patrons look startled and confused.

Eddica looks surprised at her own outburst and straightens her skirt nervously. She pushes her red-rimmed glasses up her face and starts again, much more calmly: "Ahem. Sorry… what I meant to say is that the library is closing a bit early today as I have some research work to do." She assists a few final citizens with checking out books and hurries them out the door.

With the metal-clad book in hand she dives right in: "A time manipulation spell. Ingenious… it hitches you to an earlier point in time, allowing the benefits of the past without being winded!" Sure, whatever that means. "Looks like it has finite power, how would you like me to cast it?"

Section Links

If you ask her to cast all of the spell's power on a single party member, choose the character and read **107.2** now.

If you ask her to cast it on the entire party, read **191.1** now.

181.2 · HE-RO-IC-S

HE-RO-IC-S is eager to get started once you sail into port. It wouldn't stop talking the entire trip back.

"THIS IS TO BE MY NEW HOME?" It hovers out over the town, vibrating with excitement. "I WILL SCAN FOR A SUITABLE HOUSING UNIT..."

Section Links

If building 88 is built, read **135.4** now. Otherwise, read **33.1** now.

181.3 · Deadly Pastimes (85)

Another weak wall, another passage created by brute force. And, yes, another corpse, half-buried under a pile of rubble.

181.4 · The Lady in White (86)

The last tree crashes to the ground, and, with nowhere else to flee to, the Lady in White emerges. The guard's description is horribly accurate: bloody sockets where her eyes should be, and clad all in white. She lets out a soul-wrenching scream that makes you want to run and hide under your bed, but you gather your courage and attack.

Special Rules

Spawn one elite Ice Wraith at any empty hex the last destroyed tree occupied. This is the Lady in White. It has HxC hit points.

181.5 · The Dancing Iceberg (131)

They just won't stop coming! A group of Lurkers clamber up the iceberg, but this time, they are smart enough to attack from the same direction. You might need to throw some bodies off of this rock to help balance things out.

Special Rules

Spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
d: One normal Lurker Soldier. e: One elite Lurker Mindsnipper.	d: One elite Lurker Soldier. e: One elite Lurker Mindsnipper.	d: One elite Lurker Solider. e: One elite Lurker Mindsnipper. c: One normal Lurker Soldier.

Section Links

At the start of the seventh round, read **185.1**.

182.1 · And Then, a Stream (130)

Conclusion

It's too late to reverse what you've already done, but you can't see how enabling Derrick to do more harm to the Algox will be beneficial for the outpost. You stash the gems in the cave and return to Frosthaven empty-handed. There, you find Derrick sitting in The Crater with Nits and Narb, drinking the day away.

When you approach and Derrick notices your lack of containers, his mood sours. "The gems?" He asks.

You give him a tale of how the Algox were so enraged, they sent out a huge party to ambush you on your way back, and you barely made it out alive, bargaining the gems for your lives. You subtly hint that it might not be worth it to provoke the Algox like this.

Derrick looks very angry for a moment, and then his eyes well with tears. "I just can't do anything right! Even when I try to find the best mercenaries I can, I just end up with incompetents! I'll never get invited to the annual wine tasting in Vinneth!"

The noble storms off, and you join Nits and Narb for another round. Over the next few weeks, you're able to sell off the sun agates for a tidy profit, though much less than what Derrick was offering.

Rewards

Gain 5 collective gold for each token carried.

182.3 · Old Coin

Square gold coins, crescent gold coins… there are plenty of long-gone civilizations who have left their mark. Unfortunately none of these are the coins you're looking for. Should still work fine in the shops, though.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

182.2 · Ice Cave (111)

You continue forward into a larger cavern, still with a wall of ice down the middle. On both sides, you see a menacing Savvas examining the mirror.

"Cracked!" It yells at you. "Do you have any idea how long I have been trapped in this accursed place? The mirror was my only escape! You were being good little puppets and bringing it to me, but then you clumsy fools dropped it!

"I cannot merge my forms with a cracked mirror! I can't do anything with a cracked mirror except destroy the fools who couldn't follow simple directions!"

You're pretty sure it's talking about you.

Special Rules

Open both doors 1. Both doors 2 are locked.

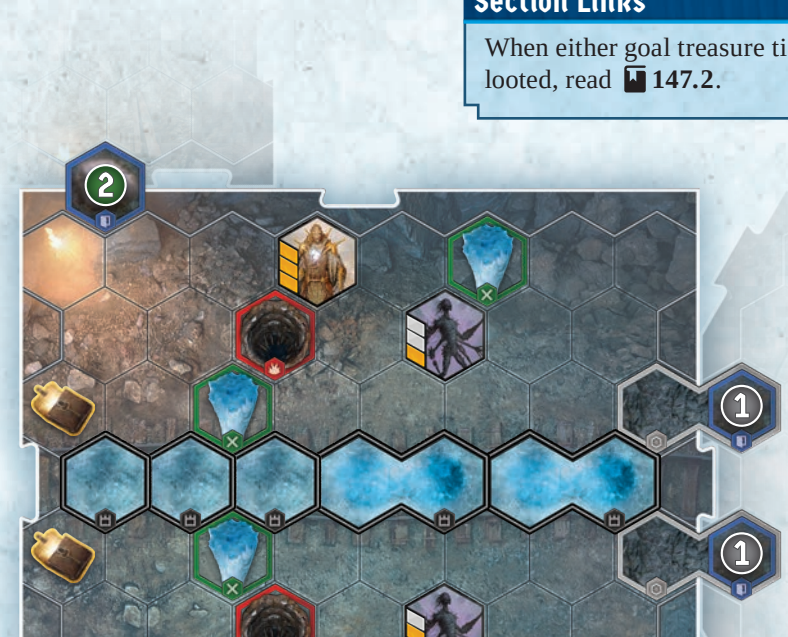
The two Savvas Icestorms are the Shimmer. They share HxC hit points and all conditions, which are applied to them simultaneously. Whenever they have at the start of their turn, they only suffer 1.

The Shimmer performs all abilities simultaneously, making all movements (including forced movement) which are valid on both sides of the map, always occupying and targeting the same corresponding hex or hexes. However, they ignore the occupancy effects of corresponding hexes at the end of each round. The Shimmer collectively finds one primary focus, and, for any individual attack, if there is only an enemy occupying a targeted hex on one side, that is the only enemy targeted, but if there is an enemy in the corresponding hex on the other side, both enemies are targeted. Whenever the Shimmer summons, it summons on both sides in the same corresponding hex if possible, but will otherwise summon in different hexes.

When the Shimmer dies, instead of a loot token, it drops a goal treasure tile in each hexes it occupied.

Section Links

When either goal treasure tile is looted, read **147.2**.



183.1 · The Tempus Forge (106)

Special Rules

From now on, at the end of each round until the altar in this room is destroyed, it performs 1, all characters, 5.

183.2 · Lush Grotto (113)

Special Rules

If both tiles 4-C and 13-C have been revealed, replace the doors between them with one large snow corridor.

Section Links

When door 3 is opened, read **154.1**.
When door 6 is opened, read **146.5**.

183.3 · Visiting Trader

"Ah, my best customers! Heh." It's the old traveling merchant and his carriage full of items of suspicious origins. He invites you to poke through his inventory. "Same price as before, but even better value. No one's going to come looking for these. Heh." He doesn't elaborate, and you think better than to press the issue.

Rewards

Each character may buy one item from the purchasable item supply for its listed price or one material resource for 7 gold.

183.4 · Mail Call

"Okay, I've had it!" A Quatryl shouts as she jumps up on a stool at The Crater, Frosthaven's premier drinking literal-hole-in-the-ground. "This town ain't that big, how can it be that hard to find someone?" The Quatryl is fuming. "I swear, when I find them I'm gonna..." she trails off, angrily glaring around the room before hopping down and stomping over to the closest table.

You hear her asking patrons if they know someone, but she keeps stumbling over the pronunciation of the name. It's butchered, but it sounds like it might actually be you. You raise a hand and she shuffles over, the picture of anger.

She slams a letter on the table in front of you. "*That's* how you pronounce this?! Oh for Oak's sake... FINALLY." As she drops her backpack on the ground and starts rooting around in it, you examine the envelope. It's from the famous mercenary you wrote a letter to! You can't believe they wrote you back.

"I dragged this stupid thing all the way back from White Oak for you."

Rewards

Gain "Giant Sword" 206.

183.5 · Alchemist Upgraded

The final stage of the alchemist's lab is complete. With its expansion, you can now brew more advanced potions. Inside, you encounter bubbling vats and worktables covered in retorts and alembics. Among the glassware toil multiple residents of Frosthaven, including, oddly, the Savvas playwright, Eros.

You never pegged Eros as an alchemist. Eros flips its long scarf across its stony shoulder and gives you an equally stony look. "I'm researching poisons for a play where two lovers scheme to kill their enemies." Eros sniffs at your incredulous expression. "It won't be real poison. I simply need the actors to appear sickly enough to convince the audience."

With a grandiose gesture, the Savvas squeezes an dropper into a vial. The potion promptly produces a puff of noxious smoke. Eros reels backward, and you quickly herd everyone out. It's a good thing you told them to include ventilation in the building.

Rewards

Add items 059 to 065 to the random item blueprint deck.

184.1 • The Third Year

Whereas this was once a job for some quick gold, something has changed for your party over the last two years. Members have come and gone. Friends have found their dreams and retired from the hard life of a mercenary. Who among you remains? Are you even really the same mercenary group at all?

Somehow, through all the adventures, the wins, the devastating losses... it feels like there's still some core that has remained constant. That core camaraderie doesn't just extend to your party, but flows to all the rag-tag peoples of Frosthaven toughing it out together. Perhaps it's stubbornness. Perhaps it's the drive toward what the next page in your story will bring, or the promise of just one more triumph. One thing is certain, though...

You wouldn't have it any other way.

Rewards

Add events WO-48 to 56 to the winter outpost deck, event WR-31 to the winter road deck, and event SR-52 to the summer road deck.

Gain 3 soldiers.

184.2 • Black Memories (121)

The suit implodes, and you approach the cracked dome to discover the Mindthief trapped inside, fatally wounded. She gazes calmly at the ceiling.

"I didn't mean," she says, "for it to happen like this. Those guards. My fellows. I just wanted them all to understand . . . what it was like. To be in a mind like mine, caught in a body unsuited to them..."

She forces herself to refocus on your face. "This power was supposed to be our protection." Arms shaking, she removes the helmet which powered the machines and helped her control the rats. "Will you give it to them? The other Vermlings. Please. My efforts must not go to waste."

You take the helmet, waiting quietly beside the Mindthief until she's gone. You're not sure if giving the other Vermlings the tech would be the best idea. Would they even want it? Yet it was her dying wish.

Section Links

If you agree to pass along the technology to the Vermlings, read **166.5** now. Otherwise, read **9.2** now.

184.3 • Rumor of Vengeance

You stop by The Crater to sample one of the new seasonal brews, and you happen to overhear some fur trappers gossiping nearby. They're sharing rabbit stew and exchanging outlandish stories. One of the stories involves a group of Vigil soldiers who were discovered slain on the road to Gloomhaven.

"What was the cause?" demands one of the trappers, eager to warm himself with a long tale of bloodshed.

The other trapper shrugs. "That was the strangest thing. There were no other tracks, not from a raiding party or highway robbers. And their wounds..."

"What about them?"

"They seemed to be self-inflicted," says the trapper.

Your mind drifts to the mind-control device you left in the hands of the Vermlings, and you take your brew and move discretely to a farther corner.

Rewards

Gain 3 inspiration.

184.4 • The Tempus Forge (106)

Special Rules

From now on, at the end of each round until the altar in this room is destroyed, all monsters perform 2, self.

184.5 • Fish King's Ascension (77)

You have calmed the elemental energies of this realm. The plane collapses in on itself, spitting you back into the ritual chamber. The Fish King has rematerialized and is once again amassing chaotic energy around his bloating form. This isn't over yet.

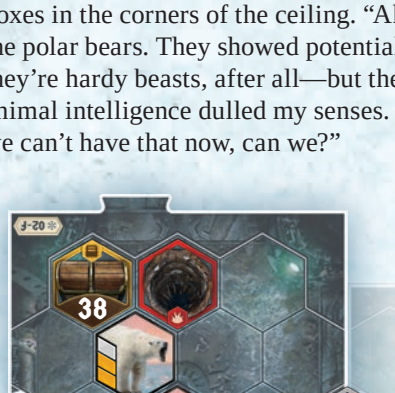
Special Rules

Relocate all characters on tile 4-A to any empty starting hexes, or the closest empty hexes to a starting hex, and relocate all character summons and tokens on tile 4-A to viable hexes closest to their character. Then remove everything else from tile 4-A except the glowing orb.

The Fish King can now be damaged.

184.6 • The Collection (87)

The Collector's voice crackles in again. It seems to be coming from various metal boxes in the corners of the ceiling. "Ah, the polar bears. They showed potential—they're hardy beasts, after all—but their animal intelligence dulled my senses. And we can't have that now, can we?"



185.1 · The Dancing Iceberg (131)

Just as you hope the onslaught will slow, more of the crafty Lurkers appear. You're not sure how much longer you can hold this perilous position.

Special Rules

Spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
(c) and (f): One normal Lurker Wavethrower.	(a), (c), and (f): One normal Lurker Wavethrower.	(a), (c), (d), and (f): One normal Lurker Wavethrower.

Section Links

At the start of the eighth round, read **194.2**.

185.2 · Ancient Coin

Xain has cornered you at the Boiled Crab tavern. "Oh… Dinah is going to be so happy!" He is grinning ear-to-ear. "You don't mind if I stick around while you tell her, do you? I just want to see her smile. Y'know, I used to be married to her. Best 14 hours of my life." He sighs. "Truth is, that woman puts the 'irate' in 'pirate'. Just wasn't meant to be, I guess."

You sincerely doubt that Dinah Snapclaw has ever smiled in her entire life, but you're not one to kick Xain when he's pining for something. Dinah steps over to your table, picking something out of her teeth. "What do you want, loaf?"

Xain smiles, weakly. "That's her nickname for me."

Dinah spits on the ground. "Because you're a lazy oaf."

Xain doesn't acknowledge her comment, motioning at you. "Go on, show her!" You hand Dinah Snapclaw the coin you found.

"Hmph. Yeah, that's one of the coins all right. Barty Half-Ear used to keep one just like it as a good luck charm." She shrugs. "What? You want a pat on the back? Mercenaries get paid, not pleasantries. Get to collecting the rest of the treasure."

185.3 · Mining Camp Inquiry

The foreman of the mining camp powers down an automated drilling system to better hear you. "Yeah, Allya came by a few times throughout the night. 5:30, 6:30, and 7:30, if I remember right. Makes sense to me, it's about a half-hour trip each way, particularly with a cart full of metal. What's it to ya?"

Where will you go now?

Section Links

If you search Allya's room at the barracks, read **179.3** now.

If you search Barno's room at the barracks, read **149.2** now.

If you search Cecil's room at the barracks, read **166.1** now.

If you know who the killer is and don't need any additional investigation, read **88.2** now.

185.4 · Letter from

"Mail call," the Quatryl mail carrier appears at your doorway with a sealed letter. Ever since the Frozen Fist left, you've been anxiously awaiting word from them. You held significant fears that the rest of the world would not be as enthusiastic about meeting an Algox as the Algox would be about meeting the rest of the world. But now, here it is—a letter from the Frozen Fist!

"Friends," it reads. "Sorry it has taken me some time to write. I have had quite an adventure in my travels, but it has not afforded me much time to get a letter sent off to a remote place like Frosthaven. Where to begin..."

The note goes on to talk in great detail about the many wild adventures the Frozen Fist has gotten swept up in over the past season. They traveled to White Oak, where they inspired, and then starred in, a play about Frosthaven. They met with the Inox clans of the Great Grove and somehow ended up on the front line in their conflict with the Leysaw Logging Company. They went searching for Aesther artifacts in the Lingering Swamp, and then ended up in Gloomhaven to fight bandits with a mercenary group called the "Jaws of the Lion". The Frozen Fist says they want to travel farther south next, through the Red Desert to see the Valrath capital of Jhinda, but they fear it may be too hot for their thick fur. They've been having enough trouble as it is. Either way, it seems like they're having a blast and don't intend to return north any time soon.

Rewards

Gain 3 collective .

186.1 · Bolt (133)

Special Rules

Do not set up pressure plate (c) for two or three characters.

186.2 · Furious Factory (109)

You burst into the room and are shocked by the row of half-finished machines neatly arranged in the center of the room.

Suddenly, the docking clamps on them detach, and the machines lurch toward you.

186.3 · Guardian's Temple (110)

The altar and remaining columns go suddenly silent. You pause, hesitant whether you should approach. Just as you begin to inch forward, the altar fires a magnificent bolt of lightning into a nearby wall, destroying it to reveal a room you hadn't realized existed. Inside, more dangerous creatures stir.

You are so distracted by this, you hardly have time to react when the last two columns spark back to life.

Special Rules

Starting next round, the remaining two ice pillars are always active.

186.4 · A Tall Drunken Tale (128)

Derrick, Eros, and seemingly the whole of the northern waste waits with bated breath for Nits to carry on with the tale, "And then?"

"Hold on, which one of these are mine?" He looks around at the assortment of mugs on the table, "Did I drink this already, or is it yours?" Eager to hear more, everyone seated around him starts pouring their ale in his mug until it overflows, and he's overcome with joy. "Aw... thank you," he weeps. "I love you all!"

"Just get on with it," Eros urges. "What happens next?"

"Like the tears down my cheeks, the sky cried a single, fiery streak that knocked down bits of the heavens upon the reddened snow, leaving many nearer to death."

Special Rules

All figures reduce their current hit point value to 1. Place three snow rocks in any empty hexes on tile 15-A (if able).

186.5 · Random Scenario

You hold up a shining metal key to the light, a rainbow of colors glimmering off the surface of it, from green to yellow to orange to blue. As you focus on it, a strange key hole appears in the air before you, the outline of a door hazy and shimmering around it. You peer through the floating keyhole and see the same landscape that surrounds you, but with sunlight streaming through the clouds. Flowers adorn the ground instead of snow, and you can almost feel the warmth passing through the invisible door. You press the key into the lock and twist, but it does not move. The illusion stutters, then vanishes when you try to turn it with a little more force, and a crack splits down the side of the key. The key sizzles as it hits the frozen ground, steam rising up toward the sky. You carefully collect the key and wrap it. You're not quite sure what happened, but perhaps there is some way to learn of its secrets.

Rewards

New Scenario:
Ruins of the Solstice (104)

187.1 • All Trials Complete

You return to the Hall of Revelry for your next trial, but when you approach the stone bowl, it is empty.

"Your trials are complete. Tholos has been appeased, and your gifts await!" The Valrath who first greeted you stands proudly before you, joyous at your accomplishment. "Please, be seated and meditate on your—"

With a burst of blue energy an Aesther in ornate flowing garb steps out of a portal and into the center of the ornate hall. The Valraths look at each other in shock, but the Aesther looks at home. "Mercenaries! The strength you have shown in completing my trials… impressive!"

The Valraths around the clearing drop to their knees, bowing deeply. "Tholos! The Granter of Favors, the Balanced Aesther! You have blessed us with your presence!"

"Yes, I have elected to bestow my favor upon you in person. I love all of you with equal measure, and all who have completed my trials are esteemed in my eyes." The Aesther looks at you with a wink. "But I am going to grant these mercenaries powers like never before, so they can spread the good word of my deeds…"

Rewards

Remove event SR-51 from the summer road deck.

Open A and immediately build its contents at no cost.

187.2 • The Lurker Problem (78)

Conclusion

The fishhook served you well, and with the final instructions complete, another boulder grinds aside. The steep tunnel spits you out atop the basalt cliffs. At the edge, you glance down at the structure becoming submerged in the sea. Was it once the site of a Lurker kingdom? Lost now to the ravages of time and tide? What had they once been, you wonder, to have designed something so complex and formidable?

It seems a tragedy that they are scattered now, brutish. A nuisance for a wet wad of instructions to clear away. Since deep thoughts don't keep you fed, however, you push them aside and let yourself feel accomplished from your success of avenging trench-coat's family. If that was really what he was after. Perhaps he wants the fishhook weapon. In which case, you anticipate what bounty he may offer in exchange.

Back at the town hall, you presume he'll be waiting to deliver your reward. You're already planning a night of festivities at the inn; of purchasing drinks for the house.

But there's only Glint. Huge feet propped on the counter, he squints open an eye and says sleepily: "Trench-coat guy? Haven't seen that sopping scoundrel since you scurried off." He growls under his breath, "When you do see him, let him know he owes me. Took all afternoon to varnish the floor he soaked! That was precious naptime interrupted. Unforgivable!"

You wait around for trench-coat to reappear, but your enthusiasm ebbs like the smelly tide as you realize he won't. Looks like he's stiffed you of that reward. You'll have to settle for the fishhook as a prize. And the begrudging company of Glint, whom you recite the whole tale to.

Rewards

Gain 10 each.

187.3 • Burnt Shack Inquiry

The fire did a nice job obscuring anything of value—there's even a safe you force open only to find empty. The ignition point for the fire looks to be a high shelf near the ceiling, perhaps a candle that burned down to light some lamp oil. The demon prince watches you work with amusement.

"Make sure to check behind the dresser, might be some more ash back there," he says with a wicked smile. "Funny the way you're spending the last hours in this distasteful icebox."

Despite his taunting, you do a thorough sweep of the place for clues. Sure enough, you crack through the burned floorboards to find a heavy metal chest hidden below that miraculously survived the fire. You pry it open and find a tattered gambling ledger featuring the name of some guards you recognize, most of which show Tarro losing badly time and again. The most recent entry from a week ago shows a win, though. It reads:

25 gold and a gold Oak Charm: The Mighty Three

There's a small bag of gold coins, but the Oak Charm is nowhere to be found. "Oh, how exciting!" The demon claps sarcastically. "Paperwork! Cracked the case now."

You ignore the taunting and get back to work.

Rewards

Gain 25 collective gold.

Section Links

If you ask Captain Olmstead at the barracks for information on the guards in the ledger, read **117.1** now.

If you ask around the barracks for information on the Mighty Three, read **113.2** now.

188.1 · My Private Empire (107)

The far door swings open on its own power to reveal a well-appointed large ballroom. If you didn't remember the tiring, frostbitten journey here, you'd swear you were at an opulent reception in the warmer, richer south. A bell hangs again.

Special Rules

Open door 2. Door 3 is locked.

Section Links

The first time any character enters C, read **103.1**.

188.2 · Old Coin

The handful of coins scattered on the floor will go toward a good meal at the tavern but won't get you any closer to the Pirate Queen's treasure. You'll have to keep searching.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

188.3 · My Private Empire (107)

Conclusion

The shade vanishes, and suddenly the music changes to a wistful aria.

"You have honored me with your presence. The ball has been magnificent, and that is everything I wished for. Please, take what's left of my wealth. I ask only one thing: when you trade stories of your grandest celebrations, remember this gala, and tell your fellows of Ventillion.

"Now, I raise my glass to you. A toast in your honor, and to the Royal Court of Ventillion's Empire. May you live well and never cease dancing!"

With that, all animation has gone out of the chamber. The lamps flicker, and you feel a biting cold wind swirling down from the outside. This place, once magnificent, has moved on, and so must you. Whatever strange sorcery this "Emperor" engaged himself in, you're just glad this ended in your favor.

But first, you see a burgundy sack in the center of the room, embroidered in gold with the letter "V".

Rewards

Gain any 5 collective material resources.
Gain "Cup of Ventillion" †214.

188.4 · Accuse Allya

A portal opens and out steps an Aesther in an unusual hat. He pulls a pipe from his mouth and speaks up, "Hello. Sorry to pop by, saw there was something of a mystery afoot. Seems like you've selected the wrong individual."

The Aesther touches a scorch mark on the wall. "Cecil is the murderer, clearly—he killed Tarro after the man refused to return the Oak Charm Cecil lost in a game of cards. Probably accidentally, wouldn't think it's in his nature. The fire was just to cover his tracks. Of course you needn't even leave this room to determine the killer: the fire ignition point is a full head higher than either of the other two could reach. It turns out the answer is elemental, my dear demon prince."

And with that, he hops back into a portal and is gone. The demon prince looks a bit taken aback by the whole affair, but ultimately smiles. "Perhaps you were wrong, perhaps you were trying to cover for Cecil. Either way, I think it's time to remind this plane about consequences."

Frosthaven isn't willing to go without a fight, though:

X all

where X is 40 if there are less than fifteen buildings built, or otherwise 70.

Target buildings randomly by drawing from the building deck.

You finally manage to drive the prince back. He laughs as he steps back through a portal to his home—"An enjoyable fight, but I have other matters to attend to. See you soon."

Rewards

All characters start the next scenario with .

189.1 • Town Hall Built

"Bureaucrats! Nothing but forms and stamps and a waste of my time!" An old man trudges out of the new town hall into the snow, leaving the wooden door wide open. You step inside to get a look around.

The interior is nicely appointed with the trappings of rural government: broad antlers are mounted high up the walls, and a tall countertop divides the room between visitor waiting area and employees. Behind the counter stands an Inox with a monocle on a chain, reviewing paperwork. "Close the door. Got enough cold outside, don't need it in here," he says, without looking up.

Eventually he sighs. "Alright, got business or just ogling? I'm Glint, the records-keeper for Frosthaven. You must be... the janitors?" You let him know you're mercenaries interested in work. "Eh. Slim pickin's in the North, huh?" You're not sure if he's referring to the work or your group. He sorts through some paperwork on the countertop.

"Ah, here we go. Captain Olmstead told me to find someone to test out a few things next time they're outside the walls. If you want that, you're welcome to try until something better comes in."

Rewards

Add events SO-59 and SO-62 to the summer outpost deck and event SR-38 to the summer road deck.

Shuffle the challenge deck.

189.2 • The Tempus Forge (106)

Special Rules

From now on, at the end of each round until the altar in this room is destroyed, all characters gain ❓.

189.3 • Xain Returns

You respond to a warning call from the main gate to see the haggard figure of an Orchid stumble up to the wall. He's wearing the tattered remains of some ill-fitting Algox ceremonial garb. You wave Xain in.

"I don't know!" Xain exclaims when you ask what happened. "I had accepted my fate, and was doing my best to ingratiate myself with my new in-laws, telling them all the various ways I could make them vast amounts of wealth. On the day of the wedding, the mother just snapped. She started roaring and swiping at me, and I was forced to flee! My poor Algox bride's heart was rent anew, and I can still hear her forlorn sobs..."

Rewards

Gain 2 morale.

189.4 • The Titan (123)

Conclusion

The energy of the core disperses in a violent blue explosion. You feel its heat at your back as you race down the stairs and out the skull, shielding yourself with a broken panel. With a jolt that nearly dislodges you, the titan halts its stride. One foot raised, it begins to topple backward.

You race over its shoulder and onto its torso as the vertical surface rapidly becomes horizontal. Your momentum keeps you upright, and you leap safely to the ground just as the massive robot descends. The machine connects with the ground in a chaotic halo of snow and dirt, and a profound crack sounds across the countryside.

You're only a few titan-strides from Frosthaven. Nearby, you spot a child fishing on a bridge over an icy creek. A splash from the robot's impact has soaked her head to foot. Her mouth is agape.

You grin sheepishly and wave. Another job well done?

Rewards

Gain 1 morale and 1 inspiration.

189.5 • Prison Break (99)

Conclusion

Gem waddles up to the sealed box you recovered from the cell. She grabs it from your hands and nuzzles against the wood container.

"Zu! My sweet, sweet Zu. What have they done to you? Terrible!" She pops the lid and a dozen bugs try to escape. She scoops them back inside with a "tut-tut" and addresses you.

"Alright, they're a bit out of sorts after being sealed away for so long. We'll need to send you into the Harrower's hive-mind to string it back together." She cracks the lid of the box just enough to slip one long crystalline finger inside. With a slow exhale she settles into place, breathing with measured practice.

The crystals along Gem's back glow with a dull yellow light. After a moment she squints an eye open. "Well? What're you waiting for? Get a good handful of a crystal on my back and let's get on with it."

Rewards

Gain 10 gold each.

New Scenario: **Inside the Swarm** (100)

190.1 • All Challenges Complete

Glint, the Inox records-keeper, looks strangely uncertain as you enter the town hall. He refuses to make eye contact, talking at any object in the room but you.

"Listen, uh... I know that I haven't always been pleasant to you." That's an understatement. "But no one is really at fault for that, I think we can agree, and I'm willing to put it behind us." Glint tries to give a smile, showing the golden tooth that granted his moniker. You almost appreciate him turning over a new leaf before he continues.

"Anyway, I need a favor. I may have sort of lost the records of all those challenges you did. So... I need you to do them again." He can't be serious.

"I can pay, of course, so long as you don't bring this up with Mayor Satha or Captain Olmstead or... anybody, really." He sees the shock on your faces. "And, I almost, uh, forgot. I also meant to give you..." he roots around behind the counter. "This, because of you keeping your mouths shut about this little mixup. All right?"

Rewards

Add all discarded challenges back into the available challenge deck. They no longer earn town guard perks, but can still be performed for experience.

Gain 1 prosperity, 20 collective gold, and one random item blueprint.

190.2 • Derelict Freighter (127)

Conclusion

With one final heave, you lug the final crate off the boat and onto the dock. You look up to see a Valrath man dressed in an ashen cloak and one bronze gauntlet with sharpened claws waiting in front of you. "Thank you for retrieving my cargo."

He turns and nods to some others behind him, who take the crates and load them onto a sled for travel. You just stand there dumbfounded, reconciling with the fact that these were not the supplies for Frosthaven you'd hoped for. You're about to ask what the crates are when the Valrath places a large sack of money into your arms.

"My suggestion is to burn the ship," he says. "It's really the only way to stop it." He then takes off into the night, leaving your many questions unanswered.

You shrug. Sometimes, not knowing is the better choice.

Rewards

Gain rewards based on the number of crates looted. Rewards are cumulative.

1: Gain 10 collective gold.

2: Gain 2 collective .

3: Gain "Tri-Corner Hat" 195.

4: Gain 1 prosperity.

190.3 • Library Built

In light of the recent attacks, all available capable labor has been sent to support town infrastructure. You pulled some strings to get a cushy assignment helping out at the new library. Inside you find crates piled high and an elegant, put-together Valrath stocking the shelves. She adjusts her red-rimmed glasses and eyes you with a touch of scorn.

"Hmph, this is who they sent me? Very well. I am Eddica, your resident librarian. I'll be managing the growing collection here, and I trust you will treat these books with the same care you treat…" she looks over your party, then furrows her brow, "whatever it is you choose to treat well."

She points to a stack of crates along the wall. "Shelve those. Follow the Damon Decimal System." She starts walking toward the back room, and without looking back waves a finger in the air, "Except 'Gemstones'—put that under 'Orchid'."

Rewards

If EDUCATED, read **164.2** now. Otherwise, read **143.2** now.

190.4 • Puzzle Book

Crain grins and lifts up a large decaying book, one you recognize from the catacombs. "Of all the texts I had a chance to peruse in those tunnels, this one fascinated me the most, and I understand absolutely none of it."

The book doesn't look like much. It's bound in thin, tanned leather that's so worn that the corners have begun to peek through. On the front cover are two words inscribed in faint, black ink. You raise a skeptical eyebrow.

"Yes! I'm excited as well," Crain says. "That's why I spent all night deciding on the best method to begin the translation. The numerical system, that's what I've landed on. It's quite different from any I've studied, but once I untangle it, I should be able to move on to the letters." He pauses to consider something, then nods enthusiastically, convinced of it. "And how about you, friends? Care to take your luck with the old pen and paper?"

He riffles through the mosaic of parchment and snaps up a small leaf. On it, is a series of dots and dashes, a code if you were to guess. "It's their numerals. Or could they be ordinals? No no, definitely numerals. Anyway, how about you give it a shot. A puzzle to fill the time between slaying and whatnot."

Rewards

Open the puzzle book to the first page.

191.1 · Tome of Time

Eddica requests the party group together in the center of the hardwood floor, away from the shelves, "just in case." She does a dry-run of the casting making heavy reference to the page, then looks up to you. "Here goes! *Temporialius wrinklae!*"

She's visibly excited and you can't help but feel that the flourish in her hand movements isn't strictly necessary. After a moment of stillness a haze wraps around the party—the sensation is almost as though you exist both now and a few seconds ago. She smiles and grabs a pen: "Tell me everything, how does it feel?"

Rewards

In the next scenario, each character returns any number of ability cards in their discard pile to their hand at the end of the first round.

Gain "Tome of Time" 217.

Do not resolve an outpost event this week.

191.2 · Pirate Queen's Haul (137)

The passageways twist nonsensically, but Dinah seems to have a preternatural sense of direction. Occasionally, she darts ahead to wiggle through a small space, or taps her blade against walls, or sniffs the air.

"When you're out on the high seas," she tells you, "you have nothing but the stars to lead you. And one other thing. This." She raps her head with her knuckles. "The only noggin you should trust."

Her tail lashes, her expression darkening. "Should've known Barty was a bad egg. One of our first excursions, he sailed us right into a maelstrom. I'd been warning him all night that the air felt wrong, shifty. Wouldn't listen. While we bailed or clung to the rigging, he stood at the wheel and belted out a shanty. Mad as a one-eyed loon, that one. Persistent, though!"

Dinah freezes suddenly, ears tilting forward. "D'you hear that? Variable echoes, water falling." She leaps into a side tunnel that you would've overlooked.

You smile, following. You may know another pirate you'd call persistent.

Distantly, you hear exultant laughter. By the time you arrive in the next cave, Dinah has thoroughly aggravated a school of piranha pigs and rangy bears.

Perhaps she's a touch mad, too.

Section Links

When door 2 is opened, read **112.2**.

191.3 · Ruins of the Equinox (105)

You open the door, and immediately the wind stops. Your relief is short-lived, however, when you encounter the sweltering heat in the next room. Yes, pools of lava bubble up around you, but the whole area feels like the intense rays of the sun are shining down upon you as well, despite this being a cave.

Special Rules

Place the token in the strong column of the element board, where it now can be infused and consumed as normal. is now considered to always be strong.

From now on, at the end of each round, all characters suffer 1.

Place one numbered token in each hazardous terrain hex. These can be looted as normal and then placed on the looting character's mat.

192.1 · Job Posting

"Alright, yes, I understand!" Satha, the mayor of Frosthaven, is surrounded by a group of a dozen people clamoring for her attention outside her cabin. Most unusually, they're still dressed in their nightclothes, oblivious to the weather. Satha catches your eye and waves you over. With an exasperated sigh, she asks the crowd to fill you in.

A young woman in a nightgown with bloodshot eyes speaks up. "We had a dream. A bad one, all together. Cogs, spinning… the fog of darkness mixed with the pull of fear. It's all jumbled up, but the machine is calling. It needs someone to go there, out on the ice. To free the Relic. To carve away the cold and pull it from its bed. Retrieve the Relic."

The others speak in eerie unison: "Free the Relic. Retrieve the Relic." Satha narrows her gaze in uncharacteristic concern.

Another townsperson speaks up, a nervousness about him. "It said… it said it wouldn't let us sleep until we freed it. You have to help us. You'll help us, won't you?"

Rewards

New Scenario: **Relic** 79

192.2 · Midwinter Brawl (93)

Conclusion

Yoglang turns and hugs you all. "You are friend of Yoglang and friend of the Algox," she says. "Those vermin had no place in the north. They are too small.

"I noticed you had an eye on the food we prepared for the meeting," she continues. "I will teach you how to make our best dish, so that you can stay warm in the snow."

Rewards

Gain "Roasted Fowl" 079 blueprint.

192.3 · Lurker Necromancy (118)

Conclusion

When the Lurkers and undead are defeated, you help the Boneshaper gather up all the different amulets. Holding them fills your mind with sickly, syrupy energy.

"You've done well today in helping me prevent this scourge," says the Boneshaper. "If you will allow me, I can take it from here." You hand over the amulets, relieved to have them in more knowledgeable hands.

After thanking you, the Boneshaper bids you goodbye, blinking out to another plane. It is not until you're well on your way to Frosthaven that you consider how delicately the Aesther tucked the amulets into their bag. They had implied the amulets should be destroyed, but had they said as much outright? Will the temptation to use their power prove too great?

You pass near the graveyard and eye it warily, wondering if somewhere, in another plane, the dead are growing restless.

Rewards

Gain "Amulet of Eternal Life" 066 blueprint. Trade all numbered and lettered tokens in for loot cards.

192.4 · Lustrous Pit (108)

Deeper still you go into the caves, and are confronted with yet more images of the demons. How could anyone create a monument to such terrors? But the tone of the murals has changed. The demons are now no longer ominous, towering figures, but are shown to have come to live in harmony with the lands, planting crops and building structures.

192.5 · Temple Built

Even an outpost as industrious as Frosthaven needs a place of solitude. The Temple of the Great Oak has become a sanctuary for all, its sacred gardens and walkways encompassing a young oak tree which is said to distribute divine blessings—for the proper donations, of course.

You meet with the Temple's Head Keeper, a human who folds his hands in his sleeves and will occasionally break off conversation to stare contemplatively into space. After showing you the tree, he leaves you alone to rest before the boughs. The wind rustling the leaves moves your mind from the bustle of living to a meditative plane, where your thoughts and instincts pass by without consequence.

Once you leave, you feel refreshed, ready to face the new challenges Frosthaven may present to you next.

Rewards

Add event WO-73 to the winter outpost deck and event SR-43 to the summer road deck.

193.1 · Enhancer Built

The enhancer projects an aura of mystery into Frosthaven's streets. A tent of indigo-hued canvas on the outside and embroidered silk tapestries on the inside, the enhancer will use gold to provide enhancements to your abilities.

In the smoky enclosure, you encounter Voice-of-Eight, the unified being composed of eight different Aesthers who come and go depending upon their needs and whims. Specifically, you see Nera, studiously in the midst of preparing spell components for customers. Nera's dark eyes sparkle with pleasure at your entrance. She seems to be settling into Frosthaven comfortably, though she and the others are certainly one of the outpost's more unusual residents. "If you're ever in need of a little strangeness," she says, as if reading your mind, semi-transparent teeth glinting in a smile, "you know where to find me."

Rewards

Add event SO-63 to the summer outpost deck and event WR-44 to the winter road deck.

Section Links

If you have completed ***Forgotten Circles***, add **118.3** to the calendar in three weeks.

193.2 · Returns

You are called out to the main gate because "some mass of bugs is asking for you", as the messenger put it. You head out to find the Geminate shifting back and forth in agitation.

They finally settle into one form and speak. "We cannot stay. We cannot linger. We must get far away as quickly as possible."

The Geminate briefly shifts, hissing out, "They are doomed!" And what can only be described as creepy laughter. It quickly shifts back.

"Half of us is not ourselves. There is some corruptive influence in the Radiant Forest. It holds sway over our kind there. It brings back memories... terrible memories of the young earth, when our kind fought against themselves to hold back that which would devour the world."

The Geminate again begins to shift back and forth wildly. You ask for some clarification, but it can't retain a consistent form long enough to respond.

"We must flee... escape its influence... it is coming... will devour everything..." The Geminate takes flight, buzzing swiftly to the south, away from Frosthaven.

Rewards

Gain "Into the Forest" campaign sticker, if not already gained.

193.3 · The Titan (123)

Special Rules

When any character ends their turn occupying pressure plate (a), it is permanently activated.

193.4 · Metal Depot Built

The pavilion over the metal depot is complete, providing you a location to sell excess ore and minerals. Some may remain in Frosthaven to be crafted into useful building materials and goods, and some may be transported south and sold. At the depot, you run across Captain Olmstead.

Out of uniform, he's working up a sweat, hammering pieces of molten metal which a bemused blacksmith has relinquished. Seeing you, he wipes his brow on his sleeve. "I'm testing the endurance of this scrap, which might become weapons for the guard." He says this loudly, but drops his voice and confesses, "It's also a way for me to work off some steam after I've spent all day shouting at half-wits." He offers a pair of tongs and asks if you'd like to hold some scrap while he hammers it, but you think it wise to leave him to it.

Rewards

Add events WO-72 and WO-74 to the winter outpost deck.

193.5 · Old Coin

You scoop up a handful of gold coins, but they're unfortunately not the ones you're looking for. You'll put them toward a drink at the Tavern to lighten the disappointment.

Rewards

The looting character gains X gold, where X is how much gold one money token is worth at L+1.

194.1 · Deadly Pastimes (85)

The only thing of interest here, besides the unfriendly wildlife, is the half-eaten corpse in the far corner.

194.2 · The Dancing Iceberg (131)

There is a rumbling, and the large Lurker you saw conducting the others climbs up onto the platform. This must be their leader, and if you can take her out, the others will surely make a run for it.

Special Rules

Spawn one elite Lurker Clawcrusher at b. This is the Lurker Conductor. It has CxH/2 hit points (rounded up), a weight of 2 (as does its body once it dies), and is immune to , , and all forced movement except the effects of the iceberg. Its maximum level is 5, even if playing on scenario level 6 or 7.

From now on, at the start of each odd round, spawn the following monsters at the listed locations based on character count:

Two Characters	Three Characters	Four Characters
e: One normal Lurker Soldier.	d: One normal Lurker Wavethrower. e: One normal Lurker Soldier.	d: One normal Lurker Wavethrower. e: One elite Lurker Soldier.

194.3 · Job Posting

The Crater is a burned-out pit where the old tavern used to stand. The building and its proprietor met their ends in the attack that happened when your band of mercenaries first arrived in Frosthaven, and despite the resources now being available to rebuild, no one seems to be in much of a hurry. A few tarps have been strung up between the remaining studs of the building and the environment has shifted from an actual business into a gathering spot for the populace. Extra furniture, mis-matched glassware, and an expectation you bring enough drink to share has made it into a friendly place to unwind, for as long as you can stand the wind and cold.

Tonight's visit has a few people swapping stories around a metal drum full of coal, a Quatryl unhitching barrels of thick brown liquid off a donkey, and an old man wrapped tightly in a dirty cloak scribbling furiously in a journal. As you walk by, he flips it quickly shut.

"Trade a drink for a legend?" He taps two withered fingers on the table, encouraging you to join him. Intriguing enough. You pass your canteen over to him and he takes a long pull.

"The name's Mulbrynn, but the story is about a group of explorers not unlike yourselves. Found an idol stronger than they were, something dark and powerful." A wind whips through The Crater, and he pulls his cloak up to protect his neck. "Started talking to them, telling them to go up to the Imperial Mountains, that it would grant them their dreams and then some. Never made it, as best as I can tell."

He pauses, getting a far-off look in his eye. "But I miss them. Maybe it's the drink, or maybe it's the cold, but it's about time someone finished what they started." He tears a page out of his journal and pushes it across the table, dropping your canteen on top of it as a paperweight. "That's a map. Follow it or not, but I'm done mourning."

Rewards

New Scenario:
Temple of Feline Power 132

194.4 · Harrower Library (101)

Section Links

Return to **126.2** to reference its special rules, if necessary.

195.1 · Belara's Keep (135)

At last, the area up ahead seems to be stable, and you are able to rejoin your companions. You discover, however, that this is also Belara's inner sanctum. The Savvas stands before you, ranting in a language you don't recognize—if it even is a language. The fire bolts it throws at your head make things perfectly clear, however. It is time to lay Belara to rest.

Special Rules

Open both doors 2. The newly revealed room is not in either plane, and there is no longer a restriction on the number of characters present in each plane.

The Savvas Lavaflow is Belara. It has (HxC)/2 hit points (rounded down) and is immune to ✦. All Flame Demons it summons are elite for three or four characters, and all Earth Demons it summons are elite for four characters.

195.2 · Furious Factory (109)

Special Rules

All power conduits α represent laser spires. The laser spires cannot be moved or destroyed, but can be rotated around α by targeting them with character's attacks. Whenever a laser spire is attacked, regardless of the damage, rotate it 60 degrees around α such that its other hex is one hex farther away from the attacking character. If the hex the laser spire would rotate into is not empty, it cannot be rotated in that direction.

During ordering of initiative each round, reveal one Boss monster ability card. On its initiative, apply the corresponding effects:

Initiative 36: Rotate each laser spire clockwise (if able).

Initiative 52: Rotate each laser spire counterclockwise (if able).

Boss Special 1

All characters and character summons adjacent to a laser spire suffer hazardous terrain damage.

Boss Special 2

Each laser spire emits a laser, starting at α, moving through its other hex, and continuing out in a straight line of hexes until it hits a wall. All figures occupying hexes in the path of any laser suffer hazardous terrain damage, and for the rest of the round, these hexes are treated as hazardous terrain that is not ignored by figures moving through them with Flying or Jump. If any hex is in the path of two different lasers, hazardous terrain damage is suffered twice.

195.3 · A Growing Problem (124)

You enter into the final room and see an amazing machine before you consisting of hundreds of interwoven, spinning rings. A word tickles the back of your brain: Temporal. That's what this is, a Temporal. Colors that you never dreamed of play out against its surface, and a buzzing that you can actually taste fills the air. Is it... peanut butter?

But something seems off about the way the rings are spinning. The taste in your mouth caused by the sound is cloying rather than pleasant, and your skin starts to itch the closer you get to the device. Intuitively, you know that you need to get the amulet to the Temporal and shut it down. The small army of guardians that fill the room do not intend to make that easy for you.

Special Rules

Remove all overlay tiles from tile 9-A so they can be used to grow the ice clusters on the new map tile.

196.1 · Hall of Revelry Built

"Have you met the Aesthers in your travels? Fascinating gods. They were born like you or I, but then they were torn from this world, scattered against the infinite planes. They had to gather themselves back up through sheer force of will. Can you even imagine the power of their resolve? The ones who returned were the ones who focused: those who concentrated on a single, driving aspect of themselves to coalesce their being. For Bastian, it was hate. Others it was the thrill of the hunt. I have heard of one who seeks only the enigma of mystery across all of time and space."

The Valrath has finished his tea, and he hands the empty cup over to another of his conclave's members with a thankful nod. "But we have found the greatest of the Aesthers. The one who would hear our cries and grant our dreams. Tholos, the Granter of Favors. For he can see your desires, and he is generous to those who prove their worth through his trials."

He smiles, rising from his seat. "That is why you are here. To complete his trials and receive his impossible gifts." The Valrath leads you to a small stone bowl on a raised platform at the far end of the hall. It burbles a sweet-smelling steam despite no discernible source of heat below it. "Drink deeply and you will know your task. I know not what he will ask of you. They are unique for each of us, and their mystery is beyond the bounds of our prediction."

You look at him with a level of concern, and he smiles warmly. "All I can say is that should you complete them all, your reward will be worthwhile. Good luck."

Section Links

If you are playing Frosthaven solo, read **155.4** now. Otherwise read **145.2** now.

196.2 · Trading Post Upgraded

The trading post is an odd sight today: a massive pile of birdseed nearly blocks the entrance to the shop. Its reluctant proprietor, Xain, and the Quatryl mail carrier are arguing outside.

Despite being half Xain's height, the mail carrier has a voice that carries. "I don't know what scam you're trying to pull this time, Xain. You ordered it weeks ago—I heard it with my own ears! So I dragged it up that mountain, through the pass, and now you're gonna pay for it!" She wrests a coin purse out of Xain's arms and walks off in a huff.

Xain shouts after her. "I never ordered this! It's ridiculous! I've got a lot of friends, you know. Friends in high places!"

Squabbles, perched in the rafters of the tent, speaks up in a pitch-perfect rendition of Xain's voice: "BWAK! Crates of birdseed. So many crates! Fill your cart, I can pay! BWAK!"

Realization crosses Xain's face and he narrows his eyes at the rainbow parrot. "You did this. I'm going to—hey… wait a second…"

With a snap of his fingers an idea has formed and he turns to you with his suave demeanor. "Say, you don't happen to know any Shrike Fiends who understand currency, do you? This could be an amazing opportunity to make a Shrike FRIEND…"

Rewards

Add items 147 to 155 to the available item supply.

In addition, add any of the following items you have unlocked from *Gloomhaven:* 17, 35, 47, 51, 62, 74, 77 to 82, 117 to 119, 127, 129, and 131.

196.3 · A Tall Drunken Tale (128)

Conclusion

Nits suddenly goes silent, and then his eyes widen, as if remembering something. "Holy Oak, that's the end! I mean, it may have been dire straits, but the foes came to realize there are levels to combat, and they just weren't up to par with our heroic mercenaries."

Nits laughs heartily, "You should have seen them tuck tail and run, tumbling over each other!"

The ground shakes as the entire Crater guffaws and applauds. You feel hands grabbing and shaking you with admiration, and you can't help but take pride in all you did.

You call for another round of ale, and Eros stands, a tear in its eye. "That was truly the most marvelous story I have ever heard."

Dirk, err... Derrick slaps you on the back and laughs. "We can talk about that job later. For now, let's just enjoy the night, my amazing fellows!"

Yeah, that's very true. You are pretty amazing.

Rewards

Completed seven or less embellishments: Gain 1 morale.

Completed eight to fifteen embellishments: Gain 2 morale.

Completed sixteen or more embellishments: Gain 3 morale and "Befuddling Mug" 215.

Section Links

Add **100.3** to the calendar in three weeks.

197.1 • Howling in the Snow (0)

Drifter: You are all about playing cards that stick around for a certain number of uses before becoming lost, and then squeezing extra uses out of them. Try playing *Crushing Weight* early to get an extra +2 on your melee attacks, then jump into the fray and alternate between your more traditional melee attacks and melee attacks like *Sustained Momentum* or *Bloodletting* that will let you move the token on *Crushing Weight* back one slot. That means you get to keep that +2 bonus for even more attacks. If you start to get too close to the final space, play cards like *Relentless* or *Unbreakable* to buy yourself even more uses.

You can create different builds for the Drifter based on which persistent cards you choose to play. After getting the hang of *Crushing Weight*, explore your other persistent abilities. You can even try using multiple ones at the same time.

Boneshaper: You are a ranged support class that makes extensive use of summons. You'll eventually have many summons, and the more of them you play, the stronger cards like *Flow of the Black River* and *Command the Wretched* become. Planning ahead to make sure your summons are positioned in the right places is key.

One of your core summons is the Shambling Skeleton. Unlike a lot of summons, Shambling Skeletons go to your discard pile when they die, not your lost pile. Once one is in your discard pile, you can recover it during a short or long rest, or you can use actions like the top of *Malicious Conversion* to re-summon the skeleton card straight from your discard pile. But be careful—you take damage each time you summon a Shambling Skeleton.

Deathwalker: You use special types of tokens called Shadows. After you place Shadows, your ability cards will let you move them around the map, attack enemies adjacent to them (even if you're far away), or even teleport between them. Once you have a lot of Shadow tokens on the map, you are a powerful and flexible class. But be careful—it takes some time to build up, and you may not be as strong early on.

The top of *Call to the Abyss* is a good long-term card for getting Shadows out throughout a scenario, but if you don't expect to move very far, try combining the bottom of *Call to the Abyss* with the top of *Eclipse* on your first turn. An instant four shadows to work with will help you make short work of the first room. Then you can move some of those Shadows to the next room with cards like *Dark Fog* or *Black Barrage*. Some of your cards will let you remove Shadows for powerful effects—just be sure not to remove too many.

Banner Spear: You are a melee class that can make big attacks, assuming you have an ally in the correct position. Teamwork, good communication, and a clear strategy are all very important when playing your cards. You may often find yourself choosing later initiatives so you can more easily position yourself around your allies, or pairing your attacks with actions like the bottom of *Regroup* to let your allies get into position. Then you can unleash actions like the top of *Unbreakable Wall*.

Your allies aren't the only help you get, though. You also have a number of summons you can use to pull off your attacks. Pay special attention to the bottom of *At All Costs*. It is a summon whose movement you can always control. It takes its turn just before you, so put it in the perfect position to set yourself up for big attacks. And if it dies, you can just bring it back after you rest.

Blinkblade: You are a melee attacker with the unique decision of going fast or slow at the start of each round. Each of your cards have fast and slow initiative values, as well as a host of modifiers to your abilities, depending on whether you are going fast or slow. Understanding what each action does when going fast or slow, and knowing when to go fast and when to go slow, is the key to success.

Try setting up combos: go slow one round to be last in initiative order, then go fast in the next round to be first. One example is pairing the top of *Sap Speed* and the bottom of *Temporal Displacement* while slow, then follow up with another big round of attacks by using the top of *Power Leak* and the bottom of *Twin Strike*.

Geminate: You have two different forms, and some of your cards will force you to switch between them. Your first form focuses primarily on multi-target melee attacks use area of effect patterns. Your other form focuses on more traditional ranged attacks, except your enemies have to be at least a certain distance away. Try setting up combos across the different forms. Pair *Into my Embrace* with a slower initiative card to go late, pull an enemy close, switch forms, and then go early next round to hit them with *Icebound Quills*.

While you have a lot of powerful lost actions, it is important to make your two hands stay similarly sized. If you switch forms, and that form doesn't have enough cards to play, you will be forced to waste that turn long resting and switching back.

197.2 • Chosen One Complete

A slow clap reverberates across the snow from an unseen source. Before you can respond, a burst of blue energy erupts in front of you and an Aesther in ornate flowing garb steps out of the crackling portal. He completes his standing ovation, dipping into a deep bow.

It is I… Tholos, the Granter of Favors, the Balanced Aesther." His cloak is made of a material you've never seen, and it pulses and ripples to an unseen beat. "I can see why even your companions venerate you, but I do have to wonder how you convinced them to help you in your quest. Quite the puppet master you are." He looks you up and down as though for the first time, a smirk playing across his translucent face.

"In any case, you have demonstrated your devotion, and your allies' dedication warrants my favor. I will tip the balance and grant you mercenaries powers like never before…"

Rewards

Open A and immediately build its contents at no cost.